Touhou Project

Magnificent Youkai of Neofantasia

A roll-and-keep roleplaying game inspired by Team Shanghai Alice's series of danmaku shooter games

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Part 1 – Gensokyo Revealed

"There's nothing wrong with the Gensokyo girls. They just enjoy living dangerously." ~ ZUN

Introduction

Are you ready to live dangerously? If so, this portal to Gensokyo awaits you. Touhou RPG - Magnificent Youkai of Neofantasia is a roleplaying game with which you, and several of your friends, can get together and take a creative journey into Gensokyo. Come on, you know you want to wear a funny hat.

Overview

MYON, as this game's name will often be shortened to in this guide, is a roleplaying game set in a fictional semi-Japanese world. Several humans, yourself included, work together to create an engaging story.

The humans are split into two groups. The players provide the protagonists of the story, whom the narrative is focused upon. They work together in a party and describe mostly their own actions, though they could offer suggestions to the gamemaster.

The gamemaster plays the role of the rest of Gensokyo; he describes everything from the smells of the forest to the actions of the fairies. He also provides the plot, the incident, the reason why the player's characters are out and about.

Remember that the players and gamemaster should work together. Most of all, have fun with MYON!

Part 2 – Land of Gensokyo

"Gensokyo was deemed useless to the new world, so priests sealed it away with the Great Barrier that could never be opened again. Of course, youkai and the descendants of the brave humans who kept them in check were sealed away in the process as well..." ~ Perfect Cherry Blossom Prologue

Synopsis

This section of the book covers the most important building blocks for every inhabitant of Gensokyo in MYON. It starts with a chapter on the system itself, called Roll and Keep (pg 3). Aspects (pg. 3), the character's raw capabilities comes next. Then it has a chapter of the statistics derived from Aspects, known as Derived Statistics (pg. 4).

This may not be the most exciting section of the book, but without the foundation contained in Part 2, the rest of the rules fall apart. Part 3 (pg. 6) covers the rules of character creation and part 4 (pg. 36) covers the rules for playing the game, if you want to skip ahead.

Roll and Keep

This section is a quick introduction to the system used in the game. For more information see Playing on page 37.

Touhou MYON uses what's called a Roll and Keep system. That means that a certain number of dice are rolled, and an equal or lesser number of dice are kept. Keeping a die means that that die is totaled with the other kept die to figure out the result of the roll. Unkept dice are effectively discarded.

The number of dice rolled in a R&K system is notated by XkY+Z. X is the number of dice rolled. Y is the number of dice kept. Z is a number which is added to the roll while figuring the roll's result. Generally, X is equal to the aspect being used, and Y is equal to the talent being used. Z is any number of bonuses which can be applied.

All three, X, Y, and Z can be modified by various advantages, disadvantages, origins, spells, and other things.

Dice rolled as 10's explode, meaning that you reroll the die, and add 10 for each time that single die has exploded, allowing even weak characters to sometimes roll drastically well. As well, characters also possess Cherry Dice, which they can spend to roll more dice than normal.

Characters are created using a point-buy system; every character starts with a fixed number of Cherry Points, and gains more as they play in the game. There is a number of similar-yet-distinct skills which allow a wide variety of characters with different focuses to be created and to be roughly equal in balance. Characters can equally viable as generalists or as specialists, allowing a variety of play styles.

Combat is dissimilar to most other roleplaying games as every combatant's turns happen simultaneously, which may be difficult to pick up for players who are used to other forms of play, but is simple and quick once all are familiar with it.

Aspects

Character Creation Steps
1. Concept
2. Origin, page 10
3. Ability, page 34
4. Aspects **The raw capabilities of your character**
5. Talents, page 21
6. Dis/advantages, page 26
7. Magic, page 44
8. Derived Statistics, page 4
9. Spellcards, page 33
10. Description
11. Name
12. Overview

Aspects are your character's raw potential. They represent your character's capabilities before learning skills; no matter how much a character has practiced dancing, if they have two left feet and no sense of balance, they are unable to dance. All aspects start at level 1 for free and cost 2 for each additional level at creation. The starting limit is 3.

Hat

The two physical aspects relate to the character's corporeal abilities.

Might - This aspect represents one's strength and vigor. It determines how much weight the character may pick up and carry, how much damage they may deal in physical attacks, their ability to shrug off diseases, and other body related phenomena.

Agility - Agility is also a physical aspect, however this one relates instead to one's movement. It is their capacity to react quickly, to perform tasks with skill and dexterity, and speed.

Danmaku

The three mental aspects relate to the character's mind. Beauty of thought is important, according to the spell card rules.

Thought - Thought is the mind's ability to assimilate and utilize facts. Knowledge, memory, and logic all belong under Thought. A high-thought character may seem the genius, but if their other mental aspects are low then they will be weak-minded and not very sociable.

Spirit - A character with a strong spirit is motivated, able to endure bad situations, and has willpower. Thought is the skill of the mind, Spirit is the strength of the mind.

Mystique - Charisma, moxie, personality, whatever you call it, some people have more sociable force than others do. Mystique is what draws people to them and gets them to listen to what they are saying.

Some youkai have a high mystique aspect, but due to their alien thought process, may be unsociable to human companions.

Derived Statistics

Character Creation Steps
1. Concept
2. Origin, page 10
3. Ability, page 34
4. Aspects, page 3
5. Talents, page 21
6. Dis/advantages, page 26
7. Magic, page 44
8. Derived Statistics **Combat-important attributes based on Aspects**
9. Spellcards, page 33
10. Description
11. Name
12. Overview

Next come the statistics derived from your aspects and perhaps modified by your advantages or disadvantages, as explained later. These are Hat, Danmaku, Lives, Spellcards, and Cherry Dice.

Hat is equal to your highest physical aspect score. Danmaku is equal to your highest mental aspect score. Your number of lives is equal to your Hat, and your number of spellcards is equal to your Danmaku.

Your number of starting Cherry Dice is equal to the combination of Hat and Danmaku. All of these statistics can be modified by certain advantages.

Hat

Hat is equal to your highest physical aspect score, as it represents whether your character prefers raw power in combat or to twist past their opponent's defenses and strike using skill and dexterity. Physical combat talents are tied to the Hat aspect.

Danmaku

Danmaku is equal to your highest mental aspect score, as it represents which of the three sides of beauty your character most often uses to create spiritual bullets. Your non-spellcard danmaku attacks use your Danmaku aspect.

Lives

Some people are able to take more hits than others, and this is represented by your Lives statistic. It starts at a maximum equal to your Hat statistic, but taking hits can lower this statistic.

You are not defeated if your number of lives is equal to zero; indeed, many a victory has been won at the cusp of defeat. However, if you take a hit while you have zero lives remaining, then you are defeated. You are captured, forced to retreat, or are otherwise incapacitated--but not killed--for the duration of the incident, or until you can rest for a full day and try again.

Spellcards

Spellcards are also known as bombs. They are the bread-and-butter-cum-art of danmaku, beautiful designs of bullets unique to one person, each spellcard represented and described on a physical card (if only for legal purposes--the Hakurei shrine has mandated this).

A spellcard is effectively three attacks in one, and can be performed either as a voluntary attack or as a result of being hit, in which case it is known as a deathbomb. Spellcards are described in their own section. Your character starts knowing a number of spellcards equal to their Danmaku statistic.

For more information on spellcards, read the Spellcard chapter on page 33.

Cherry Dice

Each Touhou game has its own "gimmick," and MYON has Cherry Dice. Your character starts with a number of Cherry Dice equal to their Hat and Danmaku aspects combined, but through play this number will decrease and increase. Cherry Dice can be used for many things and represent the whims of luck or a special effort by the character.

A Cherry Dice can be used for the following things: Activating an Ability, deathbombing, adding immunity to a spellcard, adding 1k1 to a roll, or rerolling a roll. You may add 1k1 to a roll before or after it is rolled, but if you add it afterwards, you have to do it before anybody else rolls.

Recovering Cherry Dice is up to the gamemaster. Typical times when one recovers Cherry Dice may include when you do something awesome or when you fail horribly at a task, or when you defeat a boss. You also recover a Cherry Die when you lose a Life.

Part 3 – Inhabitants of Gensokyo

"I believe that if humans knew more about the strengths and weaknesses of the youkai, if they knew beforehand what parts of Gensokyo were dangerous, if they knew more about those humans who specialize in defeating youkai, then they wouldn't have to live in fear." ~ Hieda no Akyuu

Synopsis

This section delves into greater detail the workings of a character. It starts with a chapter on Character Creation (pg. 7). Then comes the chapter on Origins (pg. 10), which covers what the character is, human or youkai, and the specific type of youkai. The chapter on Talents (pg. 21) follows, being the training and knowledge the character has picked up. Next comes the two chapters on specific points the character may have, Advantages (pg. 26) and Disadvantages (pg. 30). The chapter on Spellcards (pg. 33) and then Abilities (pg. 34) finishes this section.

Character Creation

Are you ready to create your own character to roam around the land of Gensokyo? There are quite a few steps in creating a character, but do not feel overwhelmed, they are quite easy steps.

Cherry points are used to create the character before the start of the game, and to advance the character later on in the game. All characters start with 30 cherry points. This pool of points is used for all of the parts of creating a character, and if you so desire, you can leave some points for using later.

On the following column is a chart of the steps of character creation. The details of each step are described, in order, on the following pages.

Character Creation Steps

In the order they probably should be done

1. Concept
   The basic mental idea of the character
2. Origin, page 10
   What your character is
3. Ability, page 34
   Your character's unique power
4. Aspects, page 3
   The raw capabilities of your character
5. Talents, page 21
   The skills known to your character
6. Dis/advantages, page 26
   Good or bad things about your character
7. Magic, page 44
   Special things your character can do
8. Derived Statistics, page 4
   Combat aspects and the number of lives/spellcards
9. Spellcards, page 33
   Powerful, special attacks
10. Description
    Your character's appearance and history
11. Name
    What they call your character
12. Overview
    Now sit back and let the gamemaster look it over

Character Creation Steps Detailed

The first step is to come up with your concept. Then from that you determine your character's origin, their aspects, their talents, any advantages and disadvantages, determine derived statistics, describe their appearance and personality, and finally come up with their name. Unless you did that first.

Remember, your character starts with 30 Cherry Points.

1.

Concept. What is the type of character you would like to play? A ghost waiting for her lover? A tomboyish fairy bent on revenge? A depressed Oni with an allergy to alcohol? Once you have an idea of who you want to play as, you are ready to continue the character creation process.

2.

Your character has to be something, from somewhere. What race/species you are is your origin. You must have an origin, and an origin does not cost any cherry points to purchase. An origin also grants a corresponding bonus.

The origins and their bonuses are listed on page 10. Inquire with your gamemaster if you want to play a character who does not fit into one of the standard origins.

3.

Come up with an ability. This ability is completely up to you and can be rather powerful, but it should be unique to only your character. Having an ability is granted for free and costs no cherry points. The cherry cost to use an ability depends on what you wish to do with it.

Look at existing Touhou characters for ideas for your ability. If it is too vague, such as "manipulation of supernatural phenomena," the gamemaster might slap you.

A greater explanation of abilities is on page 34.

4.

Then you purchase the aspects of your character, both physical and mental. These represent what your character is and is capable of, not what your character knows.

Aspects cost 2 cherry points for every level in that aspect during character creation. Aspects start at 1 for free. An aspect has a minimum level of 1 and a normal maximum starting level of 3.

Some origins grant a bonus to an aspect; that bonus increases that aspect by 1, does not cost any cherry points and can allow you to start with an aspect at 4. Physical aspects are known as Hat aspects, and mental aspects are known as Danmaku aspects.

Physical aspects: Might and Agility.
Mental aspects: Thought, Spirit, and Mystique.

Aspects are explained in depth on page 3.

5.

Talents are skills and knowledges which your character has learned in their life. They can be used in combat or out of combat, and are used almost whenever the dice need to be rolled.

There is no limit to the number of talents a character may know, but each level in a talent costs 1 cherry point during character creation and no talent may start with more than 3 levels in it to start. A talent can not have more levels than the aspect with which it would be combined.

Specializing in a few combat talents may seem like a good idea, but as danmaku talents give a bonus to defending against that type of danmaku, holding all of your bullets in one basket may cause you to have trouble with an opponent that knows how to dodge all of them.

Talents and their divisions are on page 21.

Melee talents: Brawling, Deflect, Dodge, Martial Arts, Weaponry (Specific).
Danmaku talents: Curvy, Fast, Homing, Huge, Laser, Random, Slow, Swarm, Unusual.

6.

Advantages and disadvantages provide further character customization. Advantages typically cost between 1 and 3 cherry points and add to the capabilities of your character. Disadvantages are hindrances to your character, but provide extra cherry points with which to customize your character elsewhere. Only 5 cherry points may be gained from disadvantages; you can take more, but any in excess of 5 will provide no cherry points.

Advantages are on page 26 and disadvantages on page 30.

7.

Magic is an optional part of creating your character, and has its own rules for creating spells as explained in the magic section on page 44.

8.

Next come the statistics derived from your aspects and perhaps modified by your advantages or disadvantages. These are Hat, Danmaku, Lives, Spellcards, and Cherry Dice. Hat is equal to your highest physical aspect score. Danmaku is equal to your highest mental aspect score.

Your maximum number of lives is equal to your Hat, and your number of spellcards is equal to your Danmaku. Your number of starting Cherry Dice is equal to the combination of Hat and Danmaku. These can be modified by certain advantages. Derived statistics are on page 4.

9.

Once you know your number of spellcards, you have to design each spellcard. Full spellcard creation rules are covered in the Spellcard chapter on page 33

10.

Finally, you are released from doing math work into being able to describe your character. Come up with both their appearance and their personality; these may evolve as the character is played, but it's good to have a starting idea of how he or she looks and acts. A drawing is good, and a music theme is excellent.

11.

Lastly (though this might be one of the first things you do), come up with the character's name. It may be Japanese or not. It it is Japanese, then the parts of the name should probably relate to the character concept. Most existing Touhou characters' names do.

12.

Congratulations on your new character! If you are sure that the math is current and everything is how you want it, now is the time to turn the sheet over to the gamemaster and take a break while they check it over.

Note that while most Touhou characters are female, yours does not have to be. The reason why most canonical characters are female seems to be because ZUN feels like he has a hard time composing masculine theme songs. There are a number of male characters in Gensokyo who have shown up in ZUN's print works.

Origins

Character Creation Steps

1. Concept
2. **Origin**
   What your character is, similar to race or species
3. Ability, page 34
4. Aspects, page 3
5. Talents, page 21
6. Dis/advantages, page 26
7. Magic, page 44
8. Derived Statistics, page 4
9. Spellcards, page 33
10. Description
11. Name
12. Overview

Your character is more than just a formless void, he or she has to come from somewhere and be something. Your origin is what your character is, and where they came from.

Origins do not cost any cherry points to take, and you have to take one. You may only take two if you also take the half-breed or were-beast advantages, and you can only be both a half-breed and a were-beast if the gamemaster gives in to your begging.

The various origins and their bonus are described below. If the origin's bonus increases an aspect, it does so after spending points on the aspect. This can increase the aspect above the starting maximum of three and the absolute maximum of five.

Origins are what you are, not what you do.

Origin	Bonus
Beast	Leadership
Celestial	Immortality
Fairy	Regeneration
Ghost	Incorporeality
God	Divinity
Hermit	Spirit
Human	Community
Kappa	Thought
Kitsune	Shapeshifting
Lunarian	Lunar Magic
Magician	Gensokyo Magic
Oni	Might
Outsider	Mystery
Poltergeist	Mischief
Satori	Mind Reading
Shinigami	Spirit Control
Tengu	Agility
Tsukumogami	Artifact
Vampire	Bloodsucking
Yama	Guilt
Youkai (Generic)	Mystique

Beast - Leadership

If an animal lives for long enough, it may turn into a youkai. It retains some of its animal instinct while gaining the sentience and intelligence of a human; it has become a beast youkai. Alternatively, there are some types of mystical animals which only exist as youkai, such as a hakutaku. Either way, you are more connected to the animal kingdom than other youkai.

When encountering an animal of your species, you may converse with it with no difficulties, and they will typically follow your commands. While acting like an animal, of course. Good luck getting a group of rabbits to have a tea party.

Celestial - Immortality

Heaven is your home. You either ascended to there or were born there. You are unable to die; so long as you defeat the shinigami sent to claim you every now and then, you can live forever. Some Celestials look forward to these battles, since living forever can get boring.

Celestial flesh tends to taste unpleasant to youkai, and their presence can make youkai uncomfortable.

Fairy - Regeneration

You are a manifestation of an aspect of nature or Gensokyo, as well as half-sized and probably very excitable. You are also rather weak--when you take a hit, you die.

Fortunately, unlike humans who go to the afterlife and youkai who regenerate after a while, you respawn almost immediately, just as energetic as before, if a little less motivated. Unlike non-fairies, if you lose a life, you reenter the fight at the beginning of the next round instead of skipping one.

Ghost - Incorporeality

You have died and passed on into the next life, but not all the way yet. Or perhaps your parents did not pass on all the way, or their parents, or their parents. You are a ghost, a dead human.

While food can never fill you up, you can still enjoy the taste, and you also are able to pass through physical objects owing to the fact that you are incorporeal. Normal weapons can not affect you, but as only humans are vulnerable to normal weapons anyways, that is not much of a bonus.

God - Divinity

Not only do you have an ability, but you are a deity. That ability is your entire reason for existence. You may or may not have worshipers, depending on what your ability is. The cherry dice cost to use your ability is halved; yes, you can use only half of a cherry die, leaving the other half ready to be used.

Hermit - Spirit

You were a human, but you have sequestered yourself away from the mortal world for so long that you are something else, even if you still interact with people occasionally.

Because of your constant meditation, your Spirit is one higher. This meditation also provides a sort of immortality. You better keep up your meditation, though, lest an assassin from Hell claim you.

This origin also covers Shikaisen, which are similar to Hermits except that they faked their own death instead of meditated their way to psuedo-immortality.

Human - Community

You are a normal human. Normal humans in Gensokyo are of warrior stock and have a strong spirit from living in Gensokyo. You are not a supernatural creature. You have to eat and drink, and you are susceptible to diseases.

You are also able to be harmed by mundane weapons. This is not a big penalty, as most weapons in Gensokyo are able to damage youkai as well. A bigger penalty is that some of the uncivilized youkai still cling to the tradition of eating humans. Even amongst friendly youkai you may have a slightly harder time being taken seriously.

Also, unlike most youkai, you have a community. You know people, and the people you know know people, and at least some of those people know how to help. If all seems lost, you always have someone to go to. You can make up NPC villagers, at the gamemaster's discretion.

Humans always seem to be learning something, so you have an extra two cherry points to spend at character creation.

Kappa - Thought

A friend of humans (you think), and a genius at your chosen subject (you think), you are a Kappa, an aquatic creature with a bowl for a head and a love of cucumbers and . . . something else. Your mind is always inventing new things, so your Thought aspect is increased by one.

Kitsune - Shapeshifting

Not all foxes are simple beasts, or even simple beast youkai. You are a kitsune, a shape-changing fox who gains more tails as you increase in age, and you may attain divinity some day. In the meantime, you have the ability to change your form between that of a beautiful fox and that of a beautiful human.

You may choose the gender and the details of your humanoid form, but in all of your forms you have a number of tails based on how old you are equal to one per hundred years of life. As well, you are rather attractive and always have good hygiene. Foxes have to worry about shedding fur, a kitsune does not.

Lunarian - Lunarian Magic

Be you a moon human or a moon rabbit, you are from the moon. Whatever brought you from the moon to Gensokyo, you have brought with you some knowledge of Lunarian magic, an advanced type of magic nobody else in Gensokyo can use and is often epic in scope. Lunarian magic is described in the Magic section, which start on page 44.

Magician - Gensokyo Magic

Sorcerer, witch, wizard, magician, all terms for the same type of person. There are two types of magicians, those who enter life as magicians and those who were humans who have studied enough magic to turn into one.

Eating and even breathing is optional in your pursuit of greater and greater magics. While others can learn magic, only you can master it; your knowledge of spells is barely limited by your Thought aspect. You can have memorized a number of spells equal to three times your Thought aspect, or four times if you have Magical Training.

Oni - Might

What is stronger than an Oni? The only answer is "two Oni." Your Might aspect is increased by one, and you have a powerful thirst for alcohol, though you do not automatically start with the Able Drinker advantage.

Outsider – Mystery

Not everybody in Gensokyo is from there. On certain rare occasions, a human from the Outside may stumble in. Maybe you were accidentally gapped in, maybe you made your way past the spiritual wards at the Hakurei Shrine, or maybe you just woke up in Gensokyo one morning. No matter how you got in, you are a new resident of Gensokyo, and it seems that you are here to stay.

As a human from the Outside, you do not yet possess the community every other human in Gensokyo has. However, you brought back certain things with you from the outside, such as objects you might carry everyday and knowledge learned after the sealing of Gensokyo. At the least these things will be a curiosity, and they may even bring you acceptance or the attentions of powerful youkai.

You can choose what you brought with you into Gensokyo, with the gamemaster's permission. The more exotic it is, the more likely that you will be the target of some sort of curious enemy. If you possess weapons from the Outside, their lack of history or magical ability will render them ineffective against anything except for other humans.

Poltergeist - Mischief

You are similar to a ghost, but neither you nor your ancestors were ever alive. Though you find difficulty passing through solid objects, you do have the ability to remotely manipulate objects in the same room as you without actually having to touch them. You can pick up and move any object within about ten meters of you without actually having to touch it, though it has to be something you could physically handle otherwise.

Satori - Mind reading

You have a third eye, one capable of looking into the mind of others. Normally, you can pick up surface thoughts, which consist of the strongest ideas and emotions of the person you are looking in to, not the words of what they are thinking. If you spend a cherry die, however, you can tell precisely what it is that your target is thinking, and if done in combat, you can automatically succeed at your dodge roll. This does not consume your action for that round.

Satori Komeiji shares her name with what she is. For some reason she has the youkai equivalent of a dog being named Dog.

Shinigami - Soul Control

You are a death god, similar to the western grim reaper, except part of a bureaucracy. There are many types of shinigami; you could be a Sanzu ferry guide, a life span recorder, a Hell tour guide, or clerk recording what happens in a Yama's court. Or you could be the one who shows up when others die.

No matter what, however, you can boss around deceased spirits and make them go where you wish. Ghosts strong enough to be a character, though, are immune to this, though you still roll an extra unkept die in social rolls against them.

Tengu - Agility

The Great Tengu is your boss, and the Tengu Mountain is your home. You often wear geta sandals with only a single "tooth," but that is okay, you have more than enough balance to stay upright even when running on them. This is because of your bonus to the aspect of Agility by one.

There are multiple types of tengu; crow tengu, wolf tengu, or the high nose tengu who have red skin and, well, long noses.

Tsukumogami - Artifact

You used to be an item, not a being. Maybe you were an umbrella, or a doll, or something else. However, you were abandoned, forgotten, or just stored for a hundred years, and suddenly you had life and a humanoid body.

You still have the item though, and in fact, though you control and sense through the humanoid body, you are still that object. In any rolls which involve using yourself (the item, not the body), you roll an extra unkept die.

Vampire - Bloodsucking

Holy icons, the sun, moving water, garlic. These are all items to be used against the living dead. You find this funny, as while the sun and water may make you uncomfortable, perhaps you find crosses pretty and garlic tasty. Watch out for beans, though.

You are a vampire, more than a legend, and you can suck blood. Once per battle, if you are down at least one life and hit with a Brawling talent attack, you recover a life. This can not be part of a spellcard, however.

Yama - Guilt

You may not be the Highest Judge of Paradise, but you are still a judge. You have come from the afterlife into the world of the living, and you can tell who is guilty or not.

You do not yet have the ability to tell all of a person's faults just by looking at them, but you can still tell when the person you are talking to is obviously guilty.

Youkai (Generic) - Mystique

A catch-all term for supernatural creatures which do not fall under any other categories, youkai look human, smell human, act human, (like to) taste human, and are inhuman. However, they tend to fascinate (or terrify) humans, and so being youkai gives a bonus to the Mystique aspect.

Combat Talents

Character Creation Steps

1. Concept
2. Origin, page 10
3. Ability, page 34
4. Aspects, page 3
5. **Talents**
   Combat and non-combat skills and knowledge
6. Dis/advantages, page 26
7. Magic, page 44
8. Derived Statistics, page 4
9. Spellcards, page 33
10. Description
11. Name
12. Overview

In contrast to aspects, talents are the training and skills which your character knows. Talents are rather easily increased, but they are still limited by the relevant aspects.

Combat talents are most typically used in battle with an enemy. Melee talents are entirely physical in nature. Even if the mind imagines throwing one hundred punches in a second, without supernatural assistance no body can perform such a task. As such the Hat aspect determines both the limit for each melee talent, and the number of dice rolled with the talent. Both of the defensive talents, deflect and dodge, are melee talents. The other three melee talents are Brawling, Martial Arts, and Weaponry. They can all be used to the same effect but represent different styles of fighting.

Danmaku talents spring from the beauty of the mind, and as such they are matched to Danmaku in the same way melee talents are matched with Hat. A floating fluff ball, with no limbs or physical projections, can manifest danmaku bullets if it has a mind. There are nine different danmaku talents, each one representing a different behavioral or shape archetype of spiritual bullet. The types are Curvy, Fast, Homing, Huge, Laser, Random, Slow, Swarm, and Unusual.

All talents cost 1 cherry point per level at creation, and no talent can start higher than 3.

Melee

These talents are the physical ones used in combat. They are matched with Hat.

Brawling - The art of getting in your opponents face and using fist, foot, nail, and tooth to damage them. Brawling is a more instinctual and less subtle form of hand to hand fighting but can be very effective, especially since it can be very hard to tell how a brawler will attack next.

Attacks made with natural weaponry, such as horns or fangs, are always brawling attacks.

Deflect - The use of weaponry, be it sword or fist, to redirect attacks away from yourself or even to destroy danmaku bullet. Deflection does not benefit from a bonus from being familiar with the type of danmaku you are deflecting, but it does get a bonus from being skilled in your method of attack, equal to a bonus of one per rank in your highest combat talent used for attack. Sorry, no using dodge to get a bonus to deflect.

Dodge - The skill of getting out of the way of incoming attacks, both physical and spiritual. Dodging gets a bonus based on your familiarity with the type of attack you are dodging equal to a bonus of one for each level in the attacking talent.

Martial Arts - Part way of life, part method of combat, martial arts are a learned and skilled method of unarmed fighting, with different styles. It is more refined than brawling, but no less dangerous.

Weaponry - Use of a weapon in combat. Weapons take more than just brute force to use, and a person with this talent knows how to use one properly. The weapon you use does not have to be a standard weapon. If you would like to use a spatula, go ahead.

Danmaku

These talents are used to create the spiritual projectiles known as danmaku, and they are matched with the aspect of the same name.

Curvy - Bullets don't have to go straight. This talent deals with bullets that curve, jink around, or otherwise make you think they are going HERE while they really go THERE.

Shou's curvy lasers are a prime, and annoying, example of curvy danmaku at work.

Fast - Reaction time is important when dealing with danmaku that travels at high speeds or is even instantaneous.

Remilia's explosive attacks exhibit the fast quality very well.

Homing - These bullets travel directly at the enemy. The best defense is often to move slightly to the side.

Yuyuko has multiple attacks which involve deadly bullets streaming right at her opponent.

Huge - Why have small danmaku when you can have very large danmaku?

Utsuho loves large bullets, and uses several which take up the greater part of the screen.

Laser - Bullets are boring. Lasers are cool, and they stay in the way and make it harder to dodge other danmaku, too!

Byakuren uses lasers to spare, both for eye candy and for deadly effect.

Random - Specific patterns can be learned and memorized. When you add randomness, the enemy has to rely more on their reaction timing and ability to read ahead than on rote memorization.

Youmu's dense mass of random bullets make it hard to learn her attacks.

Homing curvy lasers, has there ever been a more evil danmaku combination?

Slow - If a bullet is slow, or even immobile, it is really easy to dodge. The problem, however, comes when you are trying to dodge other bullets and forget that this one is there.

While some of Reisen's attacks may seem slow, they can quickly overwhelm her opponents.

Swarm - Two bullets are better than one. Five thousand is better than two.

The three mischievous fairies put out a surprisingly large number of bullets for their small size.

Unusual - Why use danmaku that is shaped like everybody else's? Mess up your enemies by using bullets in shapes they have never seen before and do not know how to graze! Make sure to specify how your bullets are unusual.

When she entered Gensokyo, Mamizou's new danmaku shapes proved difficult to counter.

Non-Combat Talents

Not all skills have to do with combat. Quite a few do not have to deal with combat, in fact. The following is a discussion of these non-combat talents.

Any skill or knowledge which is not directly tied to combat is a Non-Combat Talent. You determine the non-combat talents your character knows. While there is a list of example talents at the end of this chapter, you are encouraged to come up with your own non-combat talent. It could be a craft, it could be a lore, it could be an art. The only real guideline is that it has to be something learned or practiced.

Non-combat talents are a great way to fill out your character and to add roleplaying possibilities. They can also be used to bypass obstacles which may come up in the game. A party of five youkai who are skilled at combat may be able to pulverize any opponent they come across, but a series that is nothing but combat quickly becomes repetitive and boring.

Using Talents

Non-combat talents are used the same way any other talent is used. The aspect tied to the talent is determined and the number of dice equal to that aspect is rolled. A number of dice equal to the level in the talent is kept and the results are totalled.

The difference between non-combat talents and combat talents is that non-combat talents aren't automatically tied to an aspect.This is because a single talent can often be used in different ways, and these ways may be able to be matched to different aspects.

For example, two characters may both be tied up with ropes and attempt to get free using the Escape talent. One could force their way out using Might, and the other could untie themselves using Agility. Similarly, Persuasion could be a coldly logical argument (Thought) or a passionate speech to stir the emotions (Mystique).

The aspect to which the talent is attached should be the one which makes the most sense to the character and situation. Remember that your aspect determines the number of dice you roll and your talent determines the number of dice kept.

Unlike combat talent use, non-combat talent use is typically voluntary. Your character takes the initiative to do what they are skilled to do instead of being forced to react by an opponent. Typically, because Willpower is a non-combat talent which is often used as a non-combat defense to some things.

Most talents will be rolled against a flat target number instead of being an opposed roll.

Social Talents

Certain talents can be used when interacting with other beings. These are known as social talents, though they are recorded just like any other non-combat talent. A social talent, such as Philosophy or Persuasion, is most typically used to attempt to sway another person to do something you want. As such social talents are rolled against the other person's matching talent.

Such social interactions should not come down to a single roll, however. Roleplaying is still an important part, as the gamemaster is encouraged to give you a bonus or even penalty to your social talent use based on how well you describe what you are saying.

Non-Combat Talents in Combat

While they are called non-combat talents, and are not an established part of the danmaku rules, it is still possible to use non-combat talents as part of combat. That is to say, instead of attacking your enemy with spiritual bullets or with a magical sword, you could insult them or distract them to reduce their combat effectiveness.

To do so you must have a talent which would be able to draw an enemy's attention away from the battle. Social talents are naturals for this; what better way to distract your enemy than a well timed pun by using Punmanship?

The talent used to distract the enemy does not have to be a social talent. You could play an instrument with such beauty that they are moved to tears for example. However, the talent used has to be justified. Using Perception to see the enemy really well is not an acceptable distraction.

When using a non-combat talent as a distraction in combat, it is declared like an attack and takes the place of an attack that round. The enemy you are distracting has to defend using Willpower. If they fail to resist the distraction, then next round all of their rolls take a penalty equal to your level in the talent you used to distract them.

Because of the nature of some talents, you may be able to distract every enemy on the field at once if the gamemaster approves. The example above of beautiful music would be such a wide-reaching distraction.

Recommended Talents

There are several talents which are recommended to be taken by every character. They will most commonly be known as Perception and Willpower, though you could adjust the talent to meet your character, such as by having Zen instead of Willpower.

Perception, or another awareness talent, is recommended so that your character has a chance to notice details which might be easily missed or sneaky enemies. Willpower is recommended because sometimes your character may have to resist the urge to do something, and it or another similar talent is used to resist hostile spells.

Neither are required, of course. A character with no awareness and no self control could still be fun to play.

Example Talents

Art, Barter, Calligraphy, Cooking, Disguise, Divination, Engineering, Escape, Fashion, Herbalism, History, Lockpicking, Mathematics, Medicine, Music, Perception, Persuasion, Philosophy, Seduction, Sleight of Hand, Smithing, Stealth, Survival, Swimming, Tea Party, Thievery, Weight Lifting, Willpower, Zen

Advantages

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   Things about you which are special
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10. Description
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Advantages are things which are beneficial for your character to have, but are not your characters aspects and talents. Advantages cost change after character creation and requires the gamemaster's permission; they are not so much learned as acquired.

The cost for each level of the advantage is listed after the advantage's name. You may not start with more than 3 points in a single advantage, though additional points may be spent in them later.

Able Drinker - 1, 2
You can hold your alcohol better than others. For 1 point, you can drink someone under the table; for 2 points, you never reach the "bad" stages of drunkenness, and you know not the horrors of a hangover.

Beautiful - 2
You are more attractive than most others. You roll an extra unkept die in social rolls.

Beautiful Mind - 3
There is something ethereally beautiful about the way you think, separate from your three mental aspects. Your Danmaku aspect is 1 higher.

Bloodline of the Youkai Slayer - 5
The original human inhabitants of Gensokyo were spiritually strong warriors who made it their life's goal to rid the would of youkai. Although the world has changed, both inside and outside of Gensokyo, their fiery blood still burns in your veins.

When in a battle against most youkai, your ancestor's strength empowers you. During such a danmaku battle, your attack rolls explode on 9s as well as on 10s.

Youkai which were not historically antagonistic against humans, such as Hakutaku, are immune to this bonus. Small fry such as Fairies and Kedama are similarly immune. Most supernatural foes will suffer from your attacks, however.
To take this advantage, you must be have the Human origin without the half-breed or were-beast advantages. This advantage may only be purchased when the character despite costing more than 3 points.

Cheating Spellcard - 1
A single spellcard can use a Melee talent in place of one of the Danmaku talents, though the aspects in the spellcard remain unchanged. This advantage has to be purchased for each spellcard which uses a physical attack.

Confidence - 2
You are a natural born leader, and when you head somewhere, even the wind follows. This is mostly a roleplaying advantage, though it also gives a roll bonus to social rolls when inspiring someone or doing something else involving confidence equal to the level in the talent you are using.

Creative Interpretation - 2
You see something in the spellcard rules which nobody else sees. If you end a boss fight with zero spellcards remaining, you may recover a spellcard, in addition to any spellcard given for

defeating the boss.

Dash Attack - 2, 4
By moving quickly enough, you can rapidly close the distance with an enemy to deal a physical strike before falling back to the position you were before.

For 2 points, you do this at a penalty to your defense rolls on the round you perform this equal to the level of the talent of the attack you are defending against. For 4 points, available only after character creation, you can perform a dash attack without penalty.

Determination - 3
When something is on the line, you grit your teeth and show no weakness. If something is at stake, such as your pride, someone's life, the MacGuffin--in other words, during critical rolls--you can turn failures into potential successes.

Whenever a 1 is rolled on a die during a tense moment, reroll that die and use the new result. This advantage does not mean that 1s explode, so do not add 1 to the new result. The gamemaster determines what times are critical and so are subject to determination, but typically you can expect to be allowed to reroll 1s during plot or character important moments, about a quarter of the time or less. Alternatively, you can force this advantage to come into effect by spending a cherry die; this allows Determination to affect all of your rolls for one scene.

Eidetic Memory - 1
You never forget. Never. If you, the player, can not remember something done or said previously, then you can ask the gamemaster and they will tell you what had transpired.

Famous - 1
You are well known. This is good when you want someone's help or are trying to intimidate someone, but you have a hard time staying low and disguising yourself.

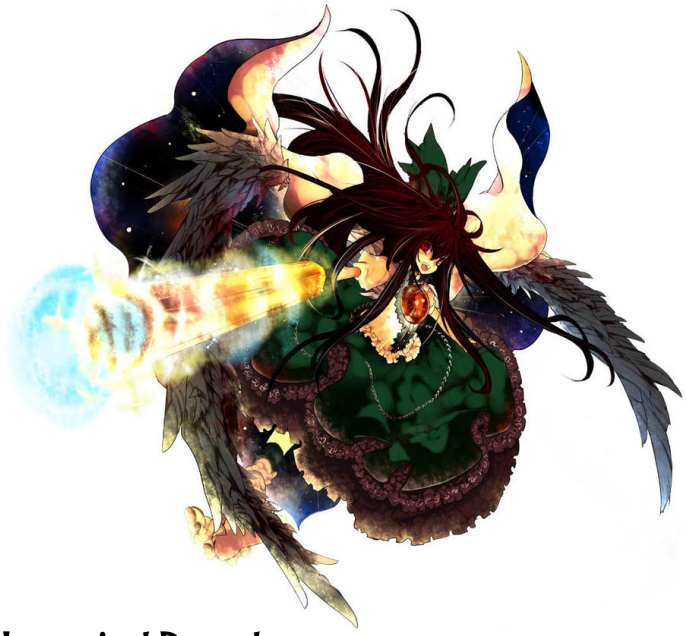
Fast Flight - 1-5
You can fly faster than normal. By default characters fly about as fast as they can run, at level 1 of Fast Flight they can fly faster than that, at level 2 they can fly twice the speed of that, and at Fast Flight 3 they can almost hit the speed of sound. Levels 4 and 5 are rather ridiculous.

Graceful - 1
You always seem to know how to act properly in social situations which require etiquette. Keep an extra die in social rolls when dealing with everybody except for thugs and other uncultured types.

Half-Breed - 2
You have two origins. One is Human, while the other is your choice. Do not worry if it seems an impossible type of half-breed. One of the canon half-breeds is half-ghost. You possess the abilities of both a Human and the other origin you choose, and your physical appearance is likewise a blend between the two. For the list of origins see page 10.

Heirloom - 1
You have an item. It has existed and been loved for so long that it has become an heirloom and now effects the spirit as much as the flesh. If you leave it alone for too long, it may just become a Tsukumogami...

Impressive Theme Song - 1-5
Your theme song is particularly impressive and distracting. All enemies get a -1 penalty to their defense rolls for each point spent on Impressive Theme Song when you are around. Only the highest ITS penalty among each side is applied.



Improvised Danmaku - 2

Most danmaku is summoned spiritually, so to speak. There are other methods, however, involving a more mundane focus to create the bullets. Perhaps you are a painter and you paint the bullets, or you are an artist and you sing them.

Choose a non-combat talent with this advantage. That talent becomes linked to your danmaku, and whenever you describe your actions in a battle, make sure to mention how you are using that talent to create your danmaku. Your level in the chosen talent nullifies your opponent's defense bonus from knowing that danmaku talent, on a one-to-one basis.

The talent chosen with this advantage should make at least some sort of sense. One could not make bullets using Perception, for example, but perhaps you chose the Fashion talent and explain it by having the danmaku launched from designs on your clothing.

Note that this applies to dodge rolls only, deflecting is unaffected.

Inherent Flight - 1

Your flight can not be taken away from you; if you are able to walk, you are able to fly. Maybe you fly through spiritual power, or maybe your broomstick magically appears whenever you desire it, but you can not lose the capacity to fly.

Item Collector - 3

You know all of the tricks to pick up all of the spiritual energies dropped by an enemy in battle. Once per battle, if you are Close to an enemy and your attack causes a Hit, you cause everyone on your side to recover a cherry die. This occurs even if you are Hit that round as well.

Lucky - 3

Things always work out well for you. You have 1 more maximum cherry die at start.

Magical Training - 2

You are an aspiring magician, ordinary at the moment though you may ascend later. You may memorize a number of spells double your Thought aspect instead of the normal limit. If you are a Magician, this instead becomes four times your Thought aspect.

Natural Weapon - 2

You have horns, claws, teeth, or some other part of your body which you can use as others would use a sword or axe. You roll an extra unkept die when Brawling.

Property - 1, 2, or 3

You have access to or own property. For 1 point, you do not own it, but have free access to it (or most of it). For 2 points, you have a house or other small structure. For 3 points, you have a mansion or other large structure. Servants to fill it cost extra and are their own advantage.

As examples of these levels, Reisen would have Property 1, Reimu Property 2, and Remilia Property 3.

Quick Reflexes - 2

You respond to impending death with supernatural speed. Once per session, you may deathbomb without using a cherry die. You may not do so if you are out of cherry dice, however.

Servants - 1-5

You have some weaklings who do your bidding. They might be fairies, dolls, humans, spirits, or whatever. Their main strength is in keeping the place clean, but in a pinch, they can fight for you. They count as a FOE, with each

point in this advantage increasing the difficulty of the FOE by one, starting with Easy for one point.

You may not start with a single Servant advantage at more than three points to start, but you may have multiple Servant advantages.

Shikigami - 3

There is another creature in your employ, a servant whom you have empowered with your power. A shikigami is a secondary PC under your control, who you create like a normal character.

The shikigami starts with the same amount of points as a normal character, and gains them at the same rate as their master. However, all point costs are +1 for a shikigami; they can never be quite as powerful as their master. A shikigami can have a shikigami, but the lower tiered shikigami gets an additional +1 to all point costs as well. This extra cost is cumulative, if you desire to create an unending shikigami spiral.

Small Hitbox - 3

You may be smaller than normal, or you may just have a knack for twisting out of the way of bullets. You may reroll one dodge per round.

Sneak Attack - 3

You know how to maneuver yourself and your attacks so catch the enemy off-guard. Once per battle, after an enemy successfully defends against your attack, you may attack a second time. The enemy will have to defend against this attack with a new defense roll.

Specialist - 2

You have dedicated your training to a certain skillset. Choose a mental or physical aspect. Roll an extra unkept die for all talent rolls which match up with that aspect. This does not apply to combat rolls.

Supernatural Senses – 1, 3

Choose a sense. The sense you have chosen is stronger than normal, above the level of any normal human. This will probably result in the a bonus to perception equal to your level in perception, but there may be other non-mathematical bonuses as well as determined by your gamemaster.

At 3 points, you have developed one of your sense enough to be able to tell what is going on around you without needing other senses. You could have superdeveloped hearing, for example, or perhaps you see auras. A non-descript 6th sense can also be chosen, an inherent feeling of where things are around you.

If you have Supernatural Senses at 3 and Poor Sense at 3, then they cancel each other out. There is no bonus nor penalty for either advantage or disadvantage, and their costs become 0. This is to facilitate characters who are blind yet who can still sense their world, or who have other sense combinations which give them comparable capabilities. In this case, the perception bonus is also nullified unless you acquire Supernatural Senses 1 a second time.

Touched by the Monsters - 2

Even though you are a human, Youkai seem to consider you as one of their own. You are not liable to be attacked for your succulent flesh, and youkai might be more friendly with you.

Were-Beast – 1, 3

You are human, most of the time. When the full moon is out, however, you turn into a type of beast, and your physical or mental aspects are augmented.

Choose either Hat or Danmaku when selecting this advantages. The chosen aspect, and all of the aspects under it, increase by one when

you are transformed. Lives or Spellcards are unaffected.

This increase to aspects can take them above the normal limit for a character. With the proper origin, Wondrous Hat, and Were-Beast, it is conceivable to have a Hat aspect score temporarily at 8.

Just like the beast origin, you choose the particular type of animal you are based off, even a mythological one. You do not gain the beast origin's bonus, however.

The three point rank in Were-Beast allows you to transform into your beast form any time, so long as you spend a cherry die to do so.

This advantage may be taken even if you are already of the beast origin. However, you may not choose a second type of creature to turn into, you are stuck with a more powerful version of what you are.

Wondrous Hat - 3

You have a mastery of your own body which makes others jealous. Your Hat aspect is 1 higher.

Disadvantages

Bad things for your character are disadvantages, and acquiring them gives your character more cherry points to spend at character creation. Disadvantages may be "worked out" and bought away after character creation, though they cost more to remove than you gained initially. See the advancement chapter for more details.

The points gained from disadvantages are listed after their name. Remember that any points from disadvantages after 5 are wasted.

Alcoholic - 1, 2

Your body craves alcohol. For 1 point, you find it hard to pass up alcohol that is offered to you. For 2 points, you are unable to say no to alcohol, and if you have not imbibed any in a day then you suffer a loss of a kept die to all actions that day. Make sure to stock up on plenty hair of the dog.

Allergy - 1-3

There is a substance which your body can not tolerate. For 1 point, it is uncommon and you have a mild reaction to it. For 2 points it is either common OR you have a serious reaction to it. For 3 points, it is common AND you have a serious reaction to it.

A mild allergic reaction gives a small penalty to any actions taken while in the presence of the allergen, a penalty of -5 to all rolls. A serious allergic reaction halves all of your rolls while you are in the presence of the allergen.

Your allergic reaction lasts only for the scene in which you are encountering the allergen. People recover quickly in Gensokyo.

You can decide what the allergen is, but this is up to gamemaster approval. An allergy to something rare enough that you will most likely never encounter it would not be accepted.

Code of Honor - 1-3

You live your life by a set of rules, which can prove difficult or even impossible. The level of this disadvantage determines the target number of a Spirit roll to perform the action normally forbidden. It is an Easy roll for 1 point, 2 points makes it Hard, and 3 points makes it Extra. If you fail the roll, you can not attempt it again during this scene.

A code of honor does not have to be honorable. Your code could be to always defend passer-byes, or it could be to always attack passer-byes. It should, however, come up fairly often in regular play, and pose a challenge about whether you should or should not follow it. Having a code of honor to always flush the toilet is too mundane and inconsequential to be worth points, but it is an interesting roleplaying note.

Delicious - 3

Some youkai already enjoy the taste of human. There is something about you, however, which makes your flesh seem irresistible to even cultured youkai. You are more likely to be attacked by random youkai, and have a harder time getting civilized youkai to concentrate.

Fairy Loved - 2

When you are around, fairies go nuts. Sometimes they are behaved and just crowd around you,, but sometimes, they get so excited that they shoot danmaku everywhere. It's a fairy thing. They will calm down after being defeated in a danmaku battle.

Hikikomori - 1, 3

You don't know anybody except for the people who seem to inhabit the same house as you, and maybe the people who seem to be at the same place you are for some reason. You are unable to suggest an NPC by saying in character that you know a guy, and you suffer a penalty to all social rolls of losing a kept die.

This disadvantage gives 1 point to non-human characters and 3 points to human characters, as it nullifies their Community origin bonus.

Illiterate - 1

You can not read or write. If you sign something, you have to take the person's word for what the paper says, and sign your name as an X.

Infamous - 2

You are well known- and not in a good way. It may be difficult to get people to trust you. On the other hand, criminal types may be more welcoming to you.

Mental Issue - 1-3

It could be multiple personality disorder, you could be tsundere, or maybe you just can not let a tail go un-chased, but there's something off about the way you think.

The more intense your mental issue is, the more points you get for it--but be cautioned, if you do not act in line with the mental issue, you may be penalized cherry points when they are given out at the end of the session!

Missing Limb - 2

You are missing an arm or a leg. While this may pose a difficulty holding things or walking, it probably will have no effect in a danmaku battle, as you typically are flying then and you don't need hands to make spiritual bullets.

Overconfident - 1

You never back down from a challenge, and you never profess to be scared . . . even though you know that you will get thrashed.

Phobia - 1-3

Something freaks you out to the point where you find it hard to deal with the object. Choose a phobia. It should be one that will come up occasionally throughout play, not something obscure such as the fear of really long words.

Whenever you are near the object of your phobia, you are freaked out, but you do not suffer any penalties unless you have to interact with the object of your fear. You are unable to do so unless you pass a willpower roll using Spirit to overcome your aversion.

It is an Easy roll for 1 point, 2 points makes

it Hard, and 3 points makes it Extra. If you fail the roll, you can not attempt it again during this scene.

Poor Sense - 1-3
One of your senses is worse than the average. For 1 point, it is a non-vital sense, such as taste. For 2 points, it is a vital sense such as sight or hearing. For 3 points, you are blind.

For 1 or 2 points in this disadvantage, you suffer a penalty of one unkept die to your relevant rolls. If you are blind, then your relevant rolls are halved. Note that for sight, attacking is relevant!

If you have Supernatural Sense at 3 and Poor Sense at 3, then they cancel each other out. There is no bonus nor penalty for either advantage or disadvantage, and their costs become 0, so Poor Sense does not contribute to your maximum disadvantages. This is to facilitate characters who are blind yet who can still sense their world.

Slow Flight - 1, 3
You are unable to fly as fast as others. For 1 point, you can only fly at your walking speed, and you lose a kept die when rolling to dodge. At 3 points, you can not fly at all, and your dodge rolls are halved! It is a lot harder to dodge danmaku when you can only move in two dimensions instead of three.

Ugly - 2
Your physical appearance is considered worse than most. You suffer a penalty in social rolls of one unkept die.

Untalented - 1, 2, 3
You find it hard to learn new skills. For 1 point, you may only know a number of talents equal to your three mental aspects. For 2 points, only the two highest mental aspects, and for 3 points, you may only have a number of talents equal to your highest mental aspect. This includes combat and non-combat talents, so be cautious about taking this disadvantage. Danmaku talents don't count towards this limt.

Weak - 3
You are deficient in one of your aspects. A level in the chosen aspect costs 1 extra cherry point to overcome this weakness, both in character creation and in advancement.

Were-Beast, Fluffy - 1
Just like the Were-Beast advantage, except that instead of turning into a more-powerful-yet-animalistic version of yourself . . . you turn into a little furry animal.

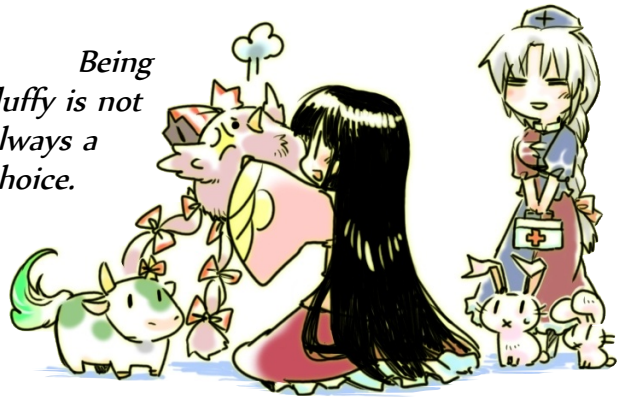
All of your aspects except for Mystique drop by 1 (though this does not affect derived statistics; Hat and Danmaku drop by 1 as well), while Mystique increases by 4. You're irresistibly cute~! This increase to Mystique can take you above the normal aspect limits.

For example, a certain beast character has increased their Mystique to 5 through advancemenet. They also have the Fluffy Were-Beast advantage, so during a full moon, their Mystique becomes 9! Note that their Danmaku would be lowered by 1 to a total of 8.

This disadvantage can be selected alongside the Were-Beast advantage. If so, then when the full moon comes out and you transform, you have a 50% chance to transform into either type. Flip a coin. You can spend a cherry die to choose which form you wish to take instead.

If you have Were-Beast 3, then when you use a cherry die to voluntarily transform you have to flip a coin to see which form you take unless you spend a second cherry die.

The gamemaster also possesses the ability to cause you to transform into a fluffy were-beast.



Being fluffy is not always a choice.

Spellcards

Character Creation Steps

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9. **Spellcards**
   The center of danmaku, beautiful special attacks
10. Description
11. Name
12. Overview

The most beautiful part of danmaku combat comes not from the rapid flinging of bullets at your opponent, nor from dodging whatever is sent your way. Rather, the most beautiful parts are the spellcards, highly individualized mental art turned into weaponry and unleashed upon your foe.

You may have a number of spellcards equal to your Danmaku statistic. When your Danmaku increases, you may add another spellcard. If you do not like a spellcard, you may replace it with a different one.

Creation

Each individual spellcard requires several things. Each one must have a unique name; look at the games for ideas about how to name spellcards. They also must have a description. You can describe how the bullets move and what they look like, but for game purposes, the only description strictly necessary are the aspect-talent match ups.

A spellcard is three attacks at once, but each attack has to use a different mental aspect and different danmaku talent. This means that all three mental aspects are used in a spellcard, as are three different danmaku talents.

No two spellcards used by one character can have the exact same aspect-talent match-up. However, the other spellcards can be different in only one way, if you wish.

It is possible to have a spellcard with only two or even one danmaku talents, if you lack the requisite number of talents. It is only possible to use melee talents in a spellcard if you have the Cheating Spellcard advantage, as the rules forbid physical attacks.

An example of a spellcard description would be: Mystique-Curvy Thought-Homing Spirit-Unusual. If the player wanted to make a second similar spellcard, it would be acceptable for it to be Mystique-Curvy Thought-Homing Spirit-Random

Use

Spellcards are used in one of two ways, as an attack or as a deathbomb. Deathbombing is described below. Spellcard use is declared as you attack, and you have to choose which of your spellcards you are using. Once the round ends, the spellcard is used up until it can be recovered.

A spellcard effectively gives you three attacks against the enemy, each of the attacks as laid out in the spellcard's description. Roll once for each of the three attacks. Every enemy has to roll to defend against each of the attacks.

If you combine a Cherry Die with the spellcard, then you gain immunity to damage for the duration of the spellcard.

Recovery

When you recover a spellcard, such as by defeating a boss, when you lose a life, when the gamemaster sees fit to return one, or due to an advantage, then you get to choose which of your used spellcards you want to recover.

Deathbombing

If you are hit by a bullet or attack, and you have at least one spellcard and one Cherry Die left, you may use up both of them to negate the hit. This is called a deathbomb.

Deathbombing also gives you an additional attack against the enemy; just one, as it is not a proper use of the spellcard. This attack has to be one of the three attacks specified by the spellcard being used. Certain enemies, however, may be immune to the damage from a deathbomb. These are typically the most powerful villains.

Abilities

Character Creation Steps
1. Concept
2. Origin, page 10
3. Ability **Something special only you can do**
4. Aspects, page 3
5. Talents, page 21
6. Dis/advantages, page 26
7. Magic, page 44
8. Derived Statistics, page 4
9. Spellcards, page 33
10. Description
11. Name
12. Overview

Everybody who is anybody in the land of Gensokyo seems to have some sort of ability nobody else can do. Remilia can manipulate fate, Nitori can control water, and Reisen can manipulate wavelengths.

The ability you choose for your character should be unique amongst the party and the existing Touhou characters, and should at least partially be in line with the character's concept. It can be similar to existing abilities, though.

It acceptable for it to be a certain level of vague, so long as it is not too vague. Canon Touhou characters can "destroy absolutely anything" or "manipulate eternity" all they want, but those do not make good abilities for player characters.

The ability can also be a mundane thing, such as Youmu's ability to use sword techniques. An ability such as this means that you can do things nobody else would be able to with the same item or magic.

Using an ability may or may not require the expenditure of a Cherry Die. Generally, if you are using your ability to just show off or as background for another action, it is free. But if you use the ability to affect a character or NPC, or to do something which would require a roll, then it requires that a Cherry Die is spent. The final judgment is up to the gamemaster.

The magnitude of the ability can not be ridiculous. Nitori causing the oceans to rise up and drown Gensokyo would not be allowed. Some uses of the ability may require multiple Cherry Dice, if it is strong enough. If she caused a river to leap out of its banks, allowing her party to escape some adversaries and get to their destination at the same time, that may require two Cherry Dice.

If you use your ability to add dice to rolls, then it costs 1 cherry die to add a kept die.

Again, the gamemaster is the final arbiter of Cherry Dice costs.

Part 4 – Life in Gensokyo

"With each fight between youkai, there is fear of collapse of the small land of Gensokyo. However, if youkai are unable to fight, their power will gradually vanish." ~ Heida no Akyuu

Synopsis

This section gets into actually playing the game. The first chapter covers dice use and generic information on playing the game, and is called Playing (pg. 37). After that is the chapter on Combat (pg. 40), how to win (or lose) danmaku battles. Then comes the chapter on Magic (pg. 44), both Gensokyo and Lunar types, then finally the chapter on Advancement (pg. 50), how to increase the skills and capabilities of your character.

Playing

Finally, we come to one of the most important chapters. Described below are the actual rules of playing the game, which dice to use and how many, when to roll, etc.

Dice

MYON uses ten sided dice. Every player should have at least five ten-sided dice at their disposal, with up to ten once they are in the later stages of the game and they do not want to borrow dice.

Rolling

Most dice rolls use an Aspect-Talent combination. The aspect determines the number of dice rolled, while the talent determines the number of dice which are kept. Bonus dice are added to the number of dice rolled and/or kept. Add the kept dice's numbers together to determine the result of the roll.

This can be written as XkY, with X being the aspect level plus any extra unkept dice and Y being the talent level plus any extra kept dice. Sometimes the roll can be modified with a straight number, as in XkY+Z, in which case you add Z after determining the roll's result.

You can still roll even if you do not have an applicable talent. You only keep one die, and that die can not explode. More on exploding dice later.

For example, a character who wants to cook a pie and with Thought 3, Cooking 2 would roll 3k2. The player would roll three dice and choose two to keep, probably the highest two.

Another example would be a character deflecting some danmaku with a sword, with Hat 4, Deflect 3, and Weapon (Sword) 3. Their roll would be 4k3+3 because of the defense bonus, so the player would roll four dice, choose three to keep, and add three to that total.

If you somehow roll a result that is in the negatives, round up to 1.

It is allowed to choose the lowest dice instead of the highest, such as if the player wants to fail a roll.

If you somehow end up keeping more dice than you roll either by gaining kept dice or by losing unkept dice, then you switch kept dice to rolled dice until you have as many or more rolled dice as kept dice. 2k3 would become 3k2 and 2k4 would become 3k3.

Aspect Rolls – Not all rolls utilize a talent. Some rolls just are purely physical or mental, and require just the aspect to be rolled. In this case, the aspect's level determines the number of dice rolled, and half of its level determines the number of dice kept. Round up.

For example, a character has to lift something very heavy. Their Might is 3, so they roll 3k2.

Dice Bonuses

There are four types of bonuses to rolls in MYON. They are kept dice, unkept dice, keeping extra dice, and a roll bonus. Adding a kept die adds 1k1 to the roll. Adding an unkept die adds 1k0 to the roll. Keeping an extra die adds 0k1 to the roll. Adding a roll bonus adds +X to the result of the roll.

Dice Limits

Though it is mathematically possible to be able to roll more dice, there is a hard limit of ten dice rolled. Any dice rolled in excess of ten instead switch to kept dice. There is also a limit of ten kept dice, so any excess dice there become a roll bonus of +5 each. The roll bonus or penalty can not exceed twenty five. Therefore the absolute highest any character, player controlled or not, can roll is 10k10+25, and the lowest is 1k1-25.

Explosions

Sometimes an action is performed supremely well. The character may have a burst of inspiration. The gods may shine their divine light upon them. Or maybe they just got lucky. These occasions happen when the dice explode, rolling above and beyond what they would normally.

When a die rolls a ten, that die can explode. Add ten to the total result and roll the die again, adding the second roll. If that is ten, then repeat the process until it results in a number other than ten. You can choose to accept the ten and ignore the explosion if you wish.

Typically, only player characters and non-trivial NPCs can have dice explosions. Joe Schmoe Fairy has to deal with his non-explosive tens.

Target Numbers

No roll is performed by itself, it is always rolled against something. If you are in direct competition with someone else, such as an opponent you are trying to blast with danmaku, then the two of you roll at the same time and the higher total wins. Ties go to the attacker.

If you are rolling against an inanimate object, or it is some other circumstance where it does not make sense for it to be an opposed roll, then the gamemaster chooses a difficulty for the roll. The difficulty gives a target number in a multiple of 5. Again, ties go to the person initiating the roll.

Trivial	Easy	Normal	Hard	Lunatic	Extra	Phantasm
1	5	10	15	20	25	30

The gamemaster may decide that modifiers to the roll may apply, such as due to poor weather or distractions. This means that there is not a hard limit of 30 for unopposed roll target numbers.

Target number can be shortened to TN if you so desire.

Flying

Gensokyo is a land filled with supernatural beings, spiritually powerful humans, and magical artifacts. It almost takes an effort to not be able to fly, whether it is using your power of concentration or by hitching a ride on a magical turtle.

All characters are presumed to be able to fly. If it is not inherent then they can fly with the use of an object, magic, or another being. Without modifications to the speed of flight, most people can fly at their running speed.

Flight Ceiling - There is a limit to the height which most people can fly. There are no hard and fast rules about just how far up you can go, but keep in mind that during the Scarlet Weather Rhapsody incident people had to climb Youkai Mountain, not just fly up to the summit.

Etiquette - Although most people can fly, walking is still the most common mode of transportation. Unless speed is of the essence people will tend to travel along the ground, and it is considered rude to fly alongside somebody walking. Fairies seems to be an exception to this unwritten rule of social conduct, probably because of their (lack of) height.

Mundane Life

Not even the Hakurei Shrine Maiden spends all of her time resolving incidents. Some youkai do not even seem to do anything other than loaf and sleep.

Life in Gensokyo is typically not a difficult one. It is uniquely and magically prosperous, owing to the spiritual strength of its land and inhabitants. Humans still have to farm, make tools, and perform other tasks of labor, but it is much easier than in the outside world. Youkai do not even have to make a living, though some set up businesses because they want to.

Sometimes, more frequently in recent years, humans will conduct business with youkai. Some humans have even started becoming friends with the supernatural creatures which once preyed on them.

Basically, if you want to live your life in a certain manner, then you will most likely be able to do so. Hermits do not go hungry, and even poor shrines are able to adequately clothe and feed its employees. This may change as part of an incident of course, but then again, incidents are not mundane.

Wealth

Gensokyo does not have a centralized government, but it does have a money system. The Yen is used but it has not been hit by inflation as the Yen in Japan has been, and coins are used instead of bills.

Bartering is used just as frequently as the Yen is, and services are often acceptable payment for goods.

Wealth is downplayed, because the prevalence of magic and youkai means that objects normally used to display wealth, such as mansions and hordes of gold, can be acquired or created with minimal effort. Reputation is more important.

Tea Parties

Enjoying life and nature is something held in common by most residents of Gensokyo, and one of the most common ways to do so is by having a tea party.

Tea parties are held for holidays, special events, celebrations, or because you just want to have tea with your friends. They are also commonly held after incidents, to get to know and become friends with the people who were just recently your enemy.

There are no hard rules for tea parties, as they are primarily roleplaying events. They are encouraged, however. One benefit of a tea party is that they provide recovery to the characters as if they had defeated a boss, recovering a life, a spellcard, and a cherry die.

Resting

Even the most high energy youkai will eventually get tired out. Resolving incidents is tiring work, and not just energy is lost while doing so; lives, spellcards, cherry dice, and even clothes tend to be the victims of danmaku warfare.

There are three methods of resting in the middle of resolving an incident so that you do not get too exhausted in your search for the culprit.

The first method is to take a small break. It could be a power nap, it could be a snack, but no matter what it is, it takes only a small time to do. You can recover either a life, a spellcard, or a cherry die, your choice, whenever you take a small break. You can not take multiple small breaks in a row, and your gamemaster may limit the amount you take in an incident.

Tea parties can also be performed once every other day, not counting the one after the incident. Having a tea party recovers a life, a spellcard, and a cherry die. You can not perform a tea party under dire circumstances. A tea party taken while an inferno rages around you will not provide any rest.

Lastly, you can head home and spend a day to recover yourself fully. This may be a dangerous rest to take, however, as it gives the culprit of the incident more time to act. If you head home to rest then you may encounter more enemies than before, and perhaps even stronger ones as they have been given time to act out their plans.

Combat

Despite the tea parties and sake, flower and moon viewings, and servant abuse, the main focus of the Touhou games is the combat.

Overview

Combat in MYON is when two or more beings take to the skies and assail each other with danmaku or with physical strikes. They dodge and fire at one another until one side or the other has taken enough hits that they are no longer able to continue fighting, and so cede the glory to the victor.

The action is simultaneous; every combatant on each side acts as the same time as their friends and their foes, though for order's sake the enemies declare their actions first then the players declare theirs.

Likewise, there is very little tactical positioning, no grid board with which to keep track of tokens and placement. The characters are presumed to be constantly on the move, dodging and flying to safe or advantageous positions.

There are two ways in which you can choose the positioning of your character. You can choose to be Close to the enemy or Far from the enemy. You can also choose on an attack-by-attack basis whether or not your character will flirt with danger by grazing the enemy's danmaku.

Roleplaying your character's positioning is encouraged, of course. If you are particularly inventive or entertaining about your description, the gamemaster may give you a bonus to your attack or defense roll!

Phases of Combat

There are three phases to a round of combat. These are the Declaration, Defense, and Resolution phases. While all actions occur simultaneously, for the sake of avoiding chaos, players should declare their actions in some sort of order. If playing online, alphabetical order might work best.

Declaration– The first phase of combat is the declare phase. In this phase, all characters currently in the combat determine and state their actions. If they execute a normal attack, then they choose one enemy and roll Danmaku + their chosen danmaku talent.

Most often this will be their strongest Danmaku talent, but they may choose a different one if they so desire, such as to mix things up or to use a talent which the enemy has a smaller Defense Bonus against.

For example, a character with Danmaku 3 and Random 3 and Laser 2 would normally use the Random talent and attack by rolling 3k3, but if they were fighting an enemy with Random 4 (+4 bonus) they might choose to attack using the Laser talent, for 3k2.

Melee attacks are just declared just like danmaku attacks, except that you have to be Close to get the attack off, and it uses the Hat aspect alongside the chosen melee talent. Whether you are Close or Far is chosen during this phase. Unless you specify that you are Close to the opponent, you are presumed to be Far.

Cheating in battle is only punished if you lose.

Alternatively, the attacking character may cast a spellcard, which is an attack against all enemies on the battlefield. Spellcards are described in their own chapter.

A third option is to just focus on defense. Doing so prevents any possibility of damaging the enemy, but you get twice the sum of your defensive talent and defensive aspect combined as a bonus to the roll. This is called a Full Defense.

For example, one combatant declares a spellcard attack with a Cherry Die used to add immunity, so his opponent chooses to focus on defending. With Hat 4 and Dodge 3, he would roll 4k3+14 to defend instead of just 4k3,

Casting a spell is another action one could take during combat. Magic is explained on page 44. You may also try to distract the enemy using a non-combat talent, as explained on page XX.

Not all actions taken during combat have to relate to the battle, either. You could try to unlock a locked door or carry someone to safety. If you perform a non-combat action in combat you are still liable to be attacked, and may still defend yourself by dodging or defending unless circumstances prohibit such actions.

Make sure to keep track of the targets of every attack! It is recommended that nobody rolls their attacks until after everyone has declared their actions.

Defense – The second phase of combat is the defense phase. In this phase, every combatant who was the target of an attack rolls a defense roll against each attack. This roll is Hat + Deflect or Dodge, chosen by the player, along with any Defense Bonus if applicable.

The defense roll has to surpass the attack roll in order for the character to successfully dodge or deflect the attack. Ties go to the attacker. Failing a defense roll means that the combatant is Hit.

Even if you successfully defend against thirty five attacks in one round and just fail one roll, you are still Hit. All it takes one bullet.

Roll against the attacks one at a time and in order. You can not roll all of your defenses at once and distribute the rolls.

For example, a combatant is the target of three attacks, with rolls of 21, 12, and 14. If he rolls 22, 16, and 16, then he defends against all of the attacks and can fight again next round. However, if he rolls 16, 22, then 16, then the combatant is Hit.

If you are dodging an attack you may at this time choose to Graze it, taking a penalty to your defense roll to gain a bonus to your attack roll next round as explained later in this section.

Resolution – At the end of the combat is the resolution phase. In this phase, every character who would leave or join combat does so, and every character who has been Hit gets removed from combat for a round. They return at the start of the next resolution phase of combat.

If all of one side is incapacitated at the end of the resolution phase because of being Hit, *even if the characters still have lives left*, then that side loses the combat and leaves the other side victorious.

Time in Combat

How much time does a danmaku battle take? Typically they do not last too long, several minutes at most for a battle with powerful combatants.

But how long is a round of combat? That is up to you, the gamemaster, and how the roleplaying plays out. For some people on the warpath a round may last several seconds, but if the combat is roleplayed as a drawn out tactical match, an individual round may be a minute long or longer

In short, there are no hard rules for the length of time of a danmaku battle.

Getting Hit

When a character is Hit, either by a bullet or by a physical attack, they are forced to drop out of combat for a round and recover. For most things except for fairies, kedama, and inanimate objects, all they do is drop to the ground and recover in time to enter at during the next Resolution phase, to be available the turn after.

Fairies, kedama, and inanimate objects are destroyed corporeally when they are Hit in a danmaku battle. Fairies respawn instantly during the Resolution phase of the round they were Hit in. Inanimate objects are just destroyed. Nobody knows what happens to the kedama, but since there is no shortage of them, it is speculated that they respawn eventually.

Each time you are Hit, your amount of lives is subtracted by one. You also recover a spellcard and a cherry die.

Humans and the other youkai are not automatically killed when they lose all of their lives in a danmaku match. It's possible that they may be killed afterward; youkai still sometimes eat humans, and humans still exterminate youkai. The difference is that dead humans do not come back while dead youkai do.

Distance

There are two distances you can be in a danmaku battle. This has been simplified for mechanical purposes, of course. The distances are Close and Far. Were MYON a shooting game, Far would correspond to the bottom half of the screen, and Close would be the top half of the screen.

Being Far from the enemy is the starting position for danmaku battles, and has no modifiers attached to it except that you can not perform a physical attack when you are Far from the enemy.

Being Close to the enemy allows you to attack with a physical weapon, however, it also gives the enemy a Skirt Bonus when attacking you.

Gamemaster controlled enemies do not have the option to be Close or Far, they are always considered to be at the top half of the "screen," even if they are described as lower. Some bosses, however, can use physical attacks even from Far!

Fleeing

It is possible to flee from combat. This is done during the Resolution phase, and you may not do so if any enemies have the Fast Flight advantage of a level higher than you and wish to prevent your escape.

If you flee from a combat which your teammates win, then you do not recover anything you would recover from that combat, and you may gain fewer Cherry Points when they are awarded.

Grazing

You can choose to dance with death by getting as close to enemy danmaku as possible without actually touching the bullets. In most Touhou games, grazing adds to score, but in MYON it adds to your power instead. You choose to graze before you roll to dodge.

The more daring you are, the more powerful your own danmaku becomes; for every -1 you voluntarily take to your dodge roll to a single attack this round, you add +1 to all of your attacks next round. The bonus from grazing does not apply to spellcards and is lost if you use a spellcard next round, do not attack, or are hit—even if you come back immediately. Even a hit canceled by a shield or well-timed heal cancels the graze bonus.

You can graze multiple attacks in one round for a cumulative bonus to your attack the next round. You can be as daring as you wish, taking a penalty of up to -25 for your dodge roll, as +/-25 is the roll bonus/penalty limit.

You can not graze when you deflect an attack instead of dodging it, nor can you graze physical attacks. Grazing is effectively "skimming" some of the spiritual power from the danmaku as it passes you by and using it yourself.

Defense Bonus

Both dodging and deflecting can be given a bonus. When dodging, you gain a bonus to the total of your roll equal to the level of the talent you have of the type of danmaku which you are dodging. For deflecting, you gain a bonus to the total of the roll equal to the level of the talent of the weapon you are deflecting with.

For example, if you have the danmaku talent Fast at level 4, then when you dodge Fast danmaku you add 4 to the roll's result. If you have Martial Arts 2, then when you deflect you add 2 to your roll's result.

Deflecting is generally more effective, but it loses the possibility of a graze bonus, and Dodge can be used in more non-battle situations.

Skirt Bonus

Get too close to an enemy and it can be harder to react to their danmaku. It also looks like you are trying to look up their skirt, hence the name of this bonus.

The Skirt Bonus is equal to the level of the danmaku talent they are attacking with, against all characters within Close range of the character firing the danmaku.

Being Grounded

During most danmaku battles, the only people standing on the ground are the noncombatants observing the battle, and those who have been Hit and are recovering for a round.

This is because being on the ground is extremely disadvantageous when it comes to dodging danmaku, as the spiritual attacks come in three directions and it is extremely hard to effectively dodge such attacks in only two dimensions.

Trying to dodge danmaku on the ground results in your roll being halved! Fortunately, deflect rolls are unchanged.

Note that sometimes combatants will stand on the ground between attacks then hop into the air when dodging or deflecting. This does not count as being grounded. The penalty to being on the ground only applies if you are unable to take to the air at a moment's notice.

Characters who have been knocked onto the ground by being Hit are ineligible to be attacked and so are also not counted as being grounded.

Recovery

Every time a boss is defeated its spiritual power explodes outward slightly, and you can absorb some of it to recover yourself. A life, a spellcard, and a cherry die are all recovered whenever a boss is defeated, and perhaps partway through the boss battle.

You may also be able to take a rest and recover that way. See the Playing chapter on page 37 for more information.

Defeat

Not every battle will be won. Sometimes the bad guys win. When the entire party loses all of their lives, or all are Hit in the same round, then they are defeated.

When defeated, the party must return home for a day's rest before entering the breach once more.

Note that since recovering characters enter at the beginning of the Resolution phase, while freshly Hit players drop at the end of it, all of the players have to be hit in the same round for such a defeat to occur.

Timing Out

Part of the rules of danmaku duels decrees that the battles can not stretch to eternity. If three rounds pass without an enemy boss being Hit, they automatically take a Hit during the resolution phase. FOE lose a battle after five rounds, even if they had been taking Hits; they are temporal enemies and quickly move on.

Magic

Character Creation Steps

1. Concept
2. Origin, page 10
3. Ability, page 34
4. Aspects, page 3
5. Talents, page 21
6. Dis/advantages, page 26
7. **Magic**
   Spells, alchemy, and misc. abilities
8. Derived Statistics, page 4
9. Spellcards, page 33
10. Description
11. Name
12. Overview

What is magic?

Simply put, magic is the ability for an entity to have an effect on the world past what they would be able to do using purely physical force. The source of this effect could be inherent, as in the supernatural powers of some youkai; it could be divine, as the divine power of a god; or it could be labeled as magic, such as the machinations of the humans and magicians who control the elements.

All of these are represented in MYON as magic, and all are subject to the same rules, though not the same fluff when it comes to roleplaying.

Gensokyo Magic

Gensokyo Magic refers to the magical abilities shown by those who live in Gensokyo, and is the basis for the spell rules. Multiple spells can be cast per day, different ones can be learned but not memorized, and they are commonly localized or temporary in their effects. Except for Lunarian Magic, all magic is presumed to be Gensokyo Magic.

Learning Spells

Learning magic is not easy. Even youkai have to develop their supernatural abilities, and who knows what gods are up to when they improve their divine powers.

In order to learn a spell, one must have a location in which to learn. This could be a laboratory where you experiment with different magical concepts or a library where you peruse the tomes of forbidden lore. If you do not have the proper equipment or location to learn magic, it takes twice as long to create a spell.

A spell takes a number of days to learn equal to the cherry point cost of the spell, provided that you have a good place to learn the spell. The number of days need not be consecutive; you can spend a day a week or even longer on a spell to learn it. This can be ignored if the gamemaster wishes.

Once you have learned a spell, then you can memorize it. Learned spells are not forgotten even if they are not memorized, and you can learn a number of spells equal to three times the number you can memorize, which is generally equal to your Thought aspect.

Memorizing Spells

In order for a spell to be cast, it needs to not only be learned but also to be memorized as well. A memorized spell has been prepared to be cast; all of the reagents are ready, the magical focus is in hand, etc.

If you are using non-standerd magic, feel free to substitute "memorized" with "prepared," "brewed," or whatever terminology is most appropriate.

A character's number of memorized spells is limited by their Thought, equal to that aspect unless the character is a Magician or has Magical Training.

If you have a spell memorized, and are not bound or otherwise restrained, then you can cast it. A single spell can be memorized multiple times.

After a spell is cast, it is no longer memorized for the day. Your character must rest in order to memorize spells. A tea party is sufficient.

Casting Spells

Gensokyo magic is easy to cast. Even if it takes months of study, most spells can be flung about by the caster in the heat of combat.

The actual method of casting your spells is up to you and has no mechanical effect on the game. Some ideas are chanting magical words, reading out of a spellbook, drawing mystical sigils in the air, channeling through a staff, quaffing a potion or drawing from internal power.

No matter what method you decided your character will use to cast spells, casting a spell takes one action.

While the spell itself determines the number of dice kept, if the spell calls for a dice roll then Thought is the aspect used.

Non-Standard Magic

Not all magic is a flashy spell. Alchemy, for example, involves a more scientific manipulation of the elements to create potions with specific effects. Dolls could be created to act on behalf of the creator.

These may not be magic, but in MYON, they are treated as magic for rule purposes just like divine and supernatural powers are. The only functional difference is in how the player roleplays their character performing the spells, throwing a potion or directing a doll to blind an enemy instead of waggling their fingers while reading out of a book.

Creating Spells

Here we get to the nuts and bolts of the spells themselves, including creation rules and cherry point costs. All magic, be it proper magic, alchemical recipes, or a youkai's power, is created the same way.

Spells, like talents, are recorded individually and have a number level. Unlike talents, however, the limit is 10 instead of 5, and all points in a spell are purchased at once instead of sequentially.

Effects added to a spell which are of the opposite type of the spell, such as adding a Penalty to a Beneficial spell, subtract from the spell's limit instead of adding to it.

Every cherry point spent on magic gives three spell creation points. If you learn a spell and have a spell creation point left over, it is saved for later. Learned spells can be upgraded with spell creation points later. The spell creation time applies, if the gamemaster wishes so.

All spells have five components: Type, Name, Effect, Duration, and Magnitude. A spell may have multiple effects and magnitudes. The various components are explained in the table below.

Component	Cost	Explanation
Type		Beneficial spells help friends while Detrimental spells hurt enemies and require kept dice.
Name		All spells should have a name, even if only for record keeping.
Effect	1-6	What the spell does. The cost is listed in the effect list, or is equal to the level of the dis/advantage.
Duration	0-5	How long the spell lasts. With the exception of Instant duration spells, all spells come into effect during the resolution phase of the round in which they are cast.
Instant	0	The spell takes effect as soon as it is cast but does not have any lingering effects.
Round	1	The spell affects the target(s) for the entirety of one round, ending during the resolution phase of the round after it is cast.
Encounter	3	The spell lasts for one encounter, which includes combat as well as the interactions immediately before and after it.
Day	5	The spell lasts until the characters end their day or 24 hours have passed, whichever comes first.
Magnitude		How powerful the spell is. Magnitude has to be specified for each individual effect.
Roll Bonus or Penalty	0-5	The bonus to the result of the roll. Each point is worth +2 or -2 bonus/penalty. The limit is +/-10 total for the spell.
Dice Kept	0-5	The number of dice kept if the spell calls for a roll or modifies the target's rolls. The maximum number of kept dice is 5.
Single Target	0	One target is affected by the spell.
Side	3	All of those of one side, either friendly or hostile, is affected by the spell.
Vicinity	4	Every single person in the local area is affected by the spell.

Spell Creation Costs:

Spells are created before the spell is learned, because the learning time is dependent on the cost of the spell.

To find the total cost of the spell, first calculate the cost of the effect(s), duration, and magnitudes of the spell. Then combine.

At character creation, no spell may surpass a value of 3 in any of effect/magnitude/duration, and may not have a combined value above 6. This limit is waived after creation. Remember that a spell may have multiple effects and magnitudes.

Because of the ability to lower a spell's point value with an opposing effect, a spell's cost may be higher than the spell's point value.

Magic Defense

Spells which deal direct damage can be defended against or dodged as if it were a normal attack. Non-damaging spells with a negative effect are defended using Spirit with the willpower talent, unless the target has a spell to defend against such spells.

Lunarian Magic

Lunarian Magic, in contrast to its Gensokyo counterpart, tends to be epic in scope and duration, and are the stuff of incidents. Notable examples include the Hourai Elixer, and being able to hide the moon in a pot and replace it with a fake moon.

Each Lunarian Magic spell requires lots of preparation and probably a ritual. It can not be learned or memorized as a Gensokyo Magic spell can. Each Lunarian Magic spell tends to be unique as well.

If you are interested in using Lunarian Magic, then you need to discuss it with your gamemaster. Casting a Lunarian spell should require several sessions of preparations, and its effects should be great. Think of various myths and legends when you want to use Lunarian Magic.

Spell Effects:

This list of spell effects is split into two sections, positive and negative effects. Remember that each spell effect has its own magnitude. For reference's sake, here is a list of all of the effects.

Banish, Cause Disadvantage, Compulsion Counterspell, Create Light, Creation, Damage, Freeze, Grant Advantage, Haste, Heal, Heightened Reflextes, Illusion, Immobilize, Impart Skill, Interrupt, Invisibility, Remove Light, Resist Magic, Penalize, Summon, Shell, Shield, Silence, Suspend, Talent Bonus, Telekinesis, and Teleport.

Positive:

Create Light, 1 – Brightens a dark area to a visible level. A single target magnitude only lights up a small area, as if the caster had a flashlight. A magnitude targetting a side lights up a small room, while a vicinity magnitude lights up a large room.

Creation, 2 – Creates an object for the duration, such as a table or wall. Living creatures and complex objects can not be created. Every 2 points adds an additional object. The created objects can be up to the size of a dining table, normal door, or equivalent section of wall. Less can be created than allowed if desired.

Grant Advantage, X – Every target of the spell gains the advantage imparted by this effect. The cost of this effect is equal to the cost of the advantage. Not all advantages can be a spell's effect. Advantages which only sometimes come into effect, such as Were-Beast, are automatically activated when used as a spell. If a spell granting an advantage is cast on someone with the advantage already, then the higher level of either source is used.

Haste, 6 - Grants two actions per round to the target but removes a week from your life for every round you are hasted (see the Aging section in the Advancement chapter, page 50).

Heal, 4 – A single life is restored to the target. Duration determines how long until the life is restored. Instant duration causes the life to

be restored immediately. Round duration restores the life at the end of the round, or cancels a Hit. Encounter duration restores the life at the end of the encounter, or when the party is defeated, which cancels the defeat. Day duration restores two lives at the end of the day.

Heightened Reflexes, 2 – Combines with Roll bonus. The bonus is applied to any defensive rolls during the duration.

Illusion, 1 – The spell makes it look as if something exists which is not really there. The cost of 1 is for a small object which only fools one sense. It costs 2 for a human sized illusion, and 3 for something larger. Each other sense added to the illusion costs 1. Disbelieving the illusion is a perception roll, with a penalty of 2 for each sense fooled by the illusion.

Impart Skill, 2 – Grants the recipient knowledge of a new skill. The particular talent given is chosen when the spell is created. Adding dice kept to the magnitude adds to the level of the talent bestowed. One level of the talent is included in the cost of this spell. If the recipient already has the talent, the higher of either source is used.

Interrupt, 1 – Replaces a previously chosen action with a spell with this effect. Can only be added to Instant duration spells.

Invisibility, 3 – Removes the target from all but the best senses for the duration or until the resolution phase after perform an action other than moving. An invisible character may not be the target of an attack, but still has to defend against indiscriminate attacks and spellcards, at the gamemaster's discretion. The character can attack while invisible, and if the player is clever about describing how they take advantage of the invisibility, the gamemaster can proscribe a roll bonus. The enemy also does not get a Skirt Bonus when the invisible character is Close to them. When an invisible character reveals themselves, it takes effect during the resolution phase.

Resist Magic, 2 – Combines with Roll bonus. The bonus is applied to any spell defense rolls during the duration.

Summon, 2, 4 – Brings an object or creature from elsewhere to the caster for the duration. The cost is 2 for objects and 4 for creatures. Individuals can not be summoned.

Shell, 2 – The next unfriendly spell against the target during the duration automatically fails.

Shield, 2 – The next hit (failed defense) against the target during the duration is automatically blocked. All hits during that turn are canceled.

Talent Bonus, 1 – Grants a bonus to the rolls of a single talent chosen when the spell is created. One magnitude level of bonus is included in the cost of this effect. Each level of bonus is worth +2.

Telekinesis, 3 – The target gains the same ability as what Poltergeists have, as seen in the Origin section (pg. 10).

Teleport, 3 – Instantaneously moves the target(s) to another location. The location must be familiar to the caster and the target willing.

Negative:

Banish, 2 – Returns a summoned object or creature from whence it came.

Cause Disadvantage, X - Every target of the spell gains the disadvantage imparted by this effect. The cost of this effect is equal to the cost of the disadvantage. Not all disadvantages can be a spell's effect. Disadvantages which only sometimes come into effect, such as Fluffy Were-Beast, are automatically activated when used as a spell. If a spell granting a disadvantage is cast on someone with the disadvantage already, then the higher level of either source is used.

Compulsion, 1 – You impart into the target a mental compulsion to do something or to avoid something. They have to make a Spirit plus Willpower roll to overcome the compulsion versus a difficulty as determined by the spell's magnitude, starting with Easy as cost 1 and increasing linearly.

The target has to roll each time the compulsion comes up until they succeed, in which case the spell is broken. This is after the normal opposed roll to see if the spell affects the target.

Counterspell, 2 – Attempts to cancel the effects of another spell cast this round or until the end of the duration. It affects the first spell hostile to the caster and their friends. Both characters roll Thought, with the counterspelling character adding any dice bonus from this spell. If the counterspelling character equals or bests the target, their spell has no effect but is still cast for the day.

Damage, 0 – Equivalent to a normal attack, except that no dodge bonus for knowing the talent can apply. Damage may only be Instant.

Freeze, 5 – Prevents the target from taking any action whatsoever. They automatically fail all dodge and deflect rolls for the duration.

Immobilize, 3 – Prevents the target from moving for the duration. Their dodge talent drops to 1 and can not explode, though they may still launch danmaku and deflect incoming attacks. If they are flying, it may cause them to drop out of the air comically but without damage.

Penalize, 2 – Grants a penalty to the rolls of a single aspect chosen when the spell is created. One level of penalty is included in the cost of this effect. Each level of penalty is worth -2.

Remove Light, 2 – Darkens the area around the target. Because they can not see as well, they get a penalty to their actions equal to double the cost spent on the dice penalty magnitude.

Silence, 2 – Prevents the target from speaking. It also prevents them from casting magic, even if they have established that they use a nonstandard method of magic.

Suspend, 3 – Removes the target from combat for a round as if they were hit this round, except that it does not end combat if applicable and does not count as a Hit.

Example Spells:

Blessing of the Border, 10 – Beautiful Mind and Heal and Wondrous Hat, Round, single target.

Fireball, 8 – Damage, Instant, Xk4+1 to one side.

Fluffy Invisibility, 5 – Fluffy Were-Beast and Invisibility, Encounter, singe target.

Breaking Spells

If a spell has an effect such as Compulsion or Shield which can end before the duration is over, once that aspect of the spell ends the whole spell ends. That is called Spell Breaking. Getting Hit also breaks Detrimental spells. Beneficial spells are broken if the spelled character fails a Willpower roll versus a target number equal to the spell's value times three. Other talents may be acceptable if the gamemaster agrees.

Advancement

The citizens of Gensokyo do not stay stagnant. Well, some do, but not all. Chances are that the your character will be out and learning and experiencing, and so will increase in skills and powers.

This is referred to as advancing, and can happen at any time when you have cherry points available to spend.

Advancing an aspect also increases any statistics tied to it at the same time

Cherry Points

Cherry points are, in game terms, numbers accumulated during play that can be spent to increase certain character functions. In the game world itself, however, cherry points have no concrete form, instead they represent what the character has learned from their various experiences and tribulations.

They are acquired at the end of a session, typically 1 to 5 at a time. This number is decided upon by the gamemaster, and should be based upon the length of the game and of the quality of roleplaying more than on how successful and lucky the players were. More is often learned in defeat than in victory.

The gamemaster should keep in mind that a level in a talent costs 2 cherry points, so handing out 2 cherry points a session gives the characters about one talent advancement every time you play.

Cherry Costs

The cherry point cost to increase aspects, talents, and advantages depends on whether the character is being created or is advancing later.

During character creation, aspects cost 2 points per level, talents cost 1 point per level, and advantages cost as per the advantage section.

When advancing, costs are generally doubled. Aspects cost 4 points per level and talents cost 2 points per level.

Advantages while advancing are slightly different. Advantage costs become cumulative. If the advantage is levelled, then you have to buy each level one at a time. If it is a flat cost above 1, then you have to spend cumulative cherry points as if it had lower levels. All of the points must be spent at the same time, this can not be used to buy a cheaper version of an advantage.

For example, acquiring the Fast Flight advantage at 1 while advancing costs 1 cherry point. If you want to increase it to 3 later, then you need to spend 2 to get it to level 2 and 3 to get it to level 3, for a total expenditure of 6 cherry points at one time.

If you wish to acquire the Small Hitbox advantage while advancing, which has a cost of 3, then you need to spend 6 points to acquire it, as if you had to buy Small Hitbox 1 and 2 first, even though those do not exist.

Disadvantages can be "paid off" while advancing, at the same cost as buying advantages.

Magic has the same cost regardless if the spell is learned during character creation or afterward. However, magic also typically requires research or practice before learning a spell. See page 44.

Limits

You can not advance a character's aspects or talents past 5 unless allowed to by an origin. If an origin increases an aspect by 1, then you can advance that aspect to 6, and any related talents to 6.

The increase to Hat or Danmaku from Beautiful Mind or Wondrous Hat can allow a combat or danmaku talent to reach 6, and it can combine with an origin to allow a talent to reach 7.

When Can You Advance?

Any time. Unlike some games which only allow you to increase your character's abilities when you level up, or after a session, in MYON you can hold on to cherry points to spend them in the middle of a session.

This is to represent when your character discovers a skill they did not know they had, or to represent learning while they are performing. One does not just learn after the fact, after all.

For example, the party comes along a locked door, and nobody knows how to lockpick. A character with cherry points in reserve could "take a stab at it" and discover that they have a talent in picking locks, spending 2 cherry points to gain a level in the Lockpicking talent.

If the character wants to advance during combat, then the cherry cost is increased by 1. Danmaku battles are fast and present many distractions, and have a small margin of error, so trying something new or pushing your boundaries is more difficult than in a peaceful setting.

Aging

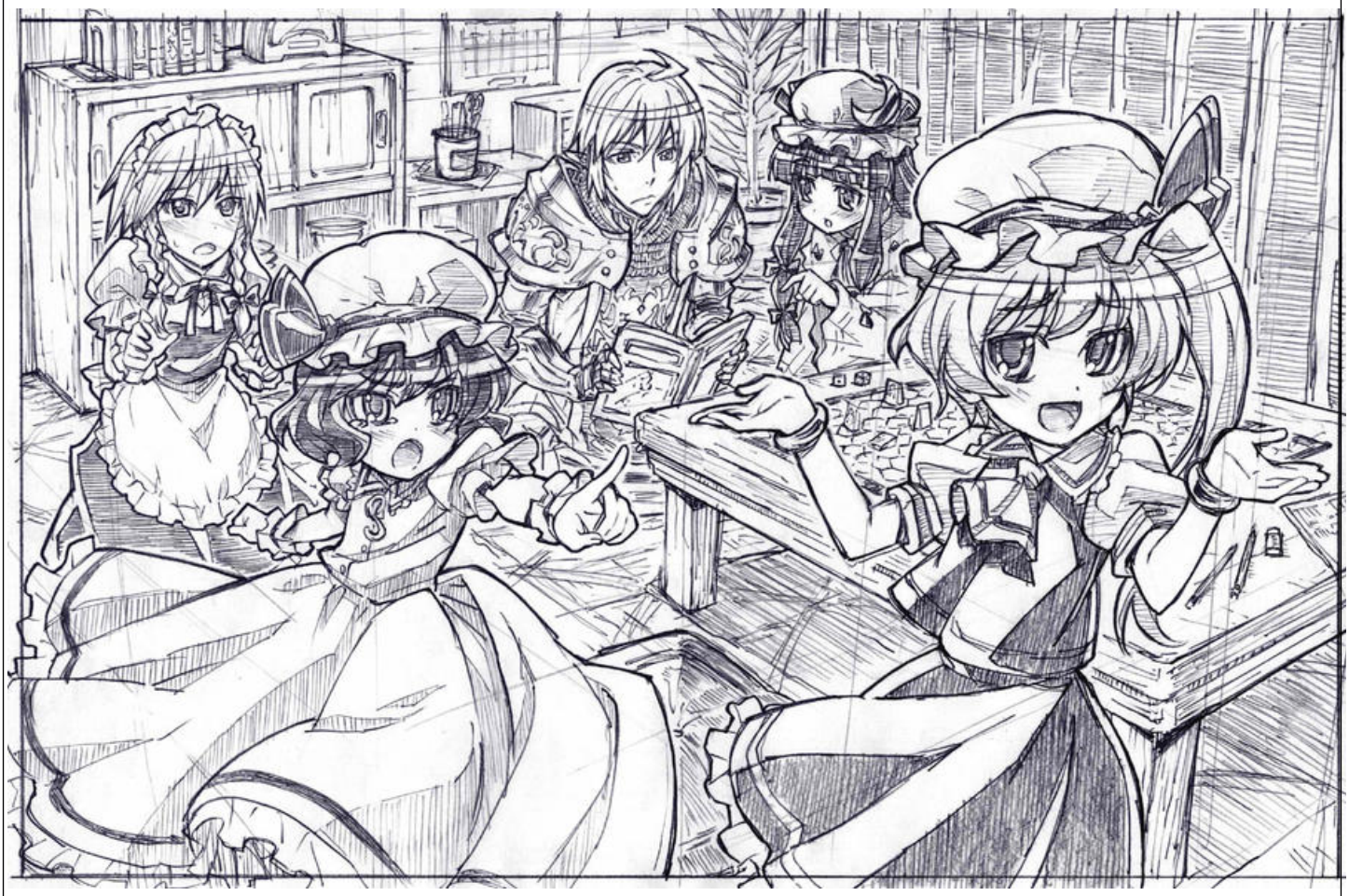
Characters growing old is a non-concern in Gensokyo. Youkai can live for thousands of years and look as young as they want. Cirno is over fifty years old and looks like a child. Tewi is older than Gensokyo and looks like a child!

Even humans can resist aging. The amount of spiritual power in the average human in Gensokyo is considerably more than in the residents of the outside world, and the player characters should be well above average in that regard. Old age and death may come to the humans, but it will be far off.

On the opposite side of the coin, youkai are as physically mature as they are going to be when they appear. They do not grow from child to adolescent to adult as humans do. Despite this they may still mature mentally through learning and experience, though they generally do so at a slower rate than humans.

Part 5 – Maple Dream

"Danmaku is a means of communication by the story and characters, as wave after wave of dazzling attacks are dealt and returned." ~ ZUN



Synopsis

This section of the book consists of five chapters. The first is a brief overview of Gensokyo and its most famous inhabitants, as well as a slight history (pg. 53). The second is for the eyes of the Gamemaster only and deals with information that should be known to run the game (pg. 56). The third and fourth chapters are continuations of the Gamemaster's Section, being Bosses (pg. 59) and Incidents (pg. Error: Reference source not found). The last chapter is Acknowledgments and Credits (pg. 64).

If you are a player, then there is no real reason for you to read the gamemaster's chapters except for curiosity. We would encourage you not to delve too deeply into it, because metaknowledge of how certain things work may lower the challenge in overcoming them, but there strictly speaking is nothing preventing you from reading them.

A Brief History of Gensokyo

History

A long time ago, there was a part of Japan known as Gensokyo. Powerful youkai lived there, ones who would consume any humans who foolishly visited the land. Sometimes a warrior would visit Gensokyo to slay youkai, and a settlement was established by such warriors.

However, in the rest of the world, science advanced. Youkai turned from reality into myth then into superstition. The land of Gensokyo, with its youkai and human residents, was sealed away by some human priests, never to be heard of in the outside world again.

The Great Hakurei Border was created in the year 1885 AD. While the outside world advanced, Gensokyo's residents adapted to being sealed away and established their own culture, even embracing the border and strengthening it themselves after a time.

Relations between the youkai and humans within Gensokyo eventually warmed, changing from predation and extermination to peace and, sometimes, friendship.

There are exceptions, of course. Sometimes a youkai will rampage and cause mischief, and sometimes a human will hunt down and exterminate youkai. Without such events, however, the youkai of Gensokyo would weaken and die. Fortunately, the humans can hold their own.

As the border is not impermeable, sometimes objects and people from the outside world find themselves in Gensokyo, and when youkai feel the need to feed on human flesh they can make their way into the outside world to fake an accident so they may take a human.

Geography

There are many locations within Gensokyo, and it is not unknown for a building from the outside world to be transported to Gensokyo.

1. **Muenzuka**
   Also known as the "Mound of the Nameless." The graves of orphans and outsiders reside here.

2. **Road of Reconsideration**
   One of the locations where the Gensokyo border becomes blurred, and where suicidal outsiders sometimes find themselves in Gensokyo. Humans here sometimes recover their will to live, and youkai seek prey here as well.

3. **Forest of Magic**
   A forest which is dangerous for most humans, it is filled with dangerous flora and fauna, as well as a couple homes.

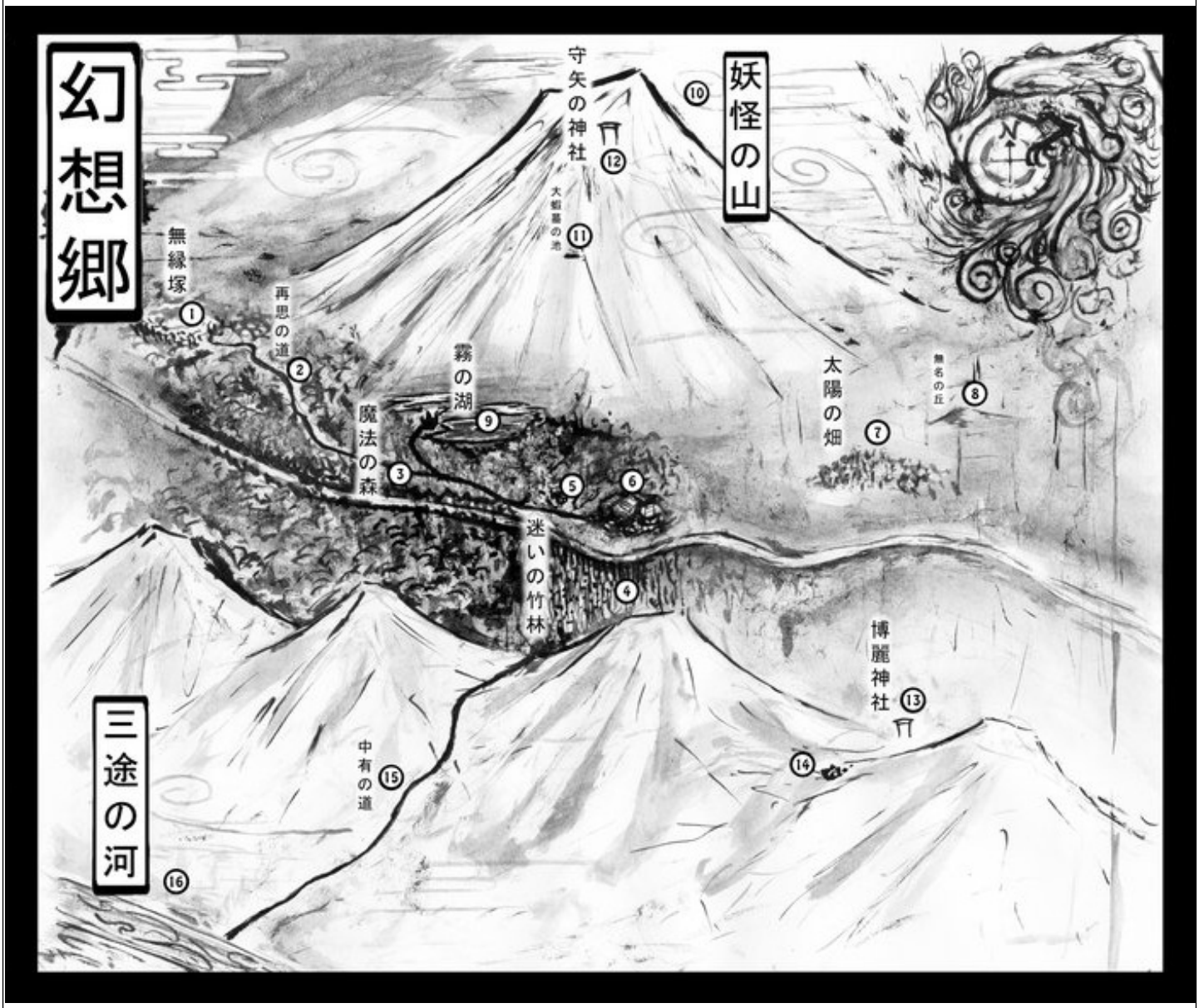
4. **Bamboo Forest of the Lost**
   Also known as the "Tall Grass Cluster." The ground is flat, the bamboo grows quickly, and visitors easily become lost. Eientei lays in the heart of this forest.

5. **Kourindou**
   An antique and curiosity store visited by both human and youkai, it possesses items from both Gensokyo and Outside.

6. **Human Village**
   The center of life for most humans, filled with homes, shops, and a Palanquin ship-turned-Buddhist temple. It is the safest place in Gensokyo for a human, and sometimes friendly youkai come to visit, trade goods, and even hire humans.

7. **Garden of the Sun**
   A youkai-filled sunflower field.

8. **Nameless Hill**
   A field filled with poisonous lilies-of-the-valley. Sometimes a dumping site for unwanted items.



9. Misty Lake

A lake about five kilometers in circumference. Every day at noon a mysterious fog envelopes the area around the lake. Fairies flock to the area and the Scarlet Devil Mansion is adjacent to it, but this does not stop human fisherman from trying to catch the monster fish swimming within the lake.

10. Youkai Mountain

A mostly dormant mountain covered in beautiful geographic features and large numbers of both kappa and tengu. It is ruled by Tenma, the leader of the tengu.

11. Giant Toad's Pond

Home to the Giant Toad, its water is divine, though the local shrine is long abandoned.

12. Moriya Shrine

A Shinto shrine recently injected into Gensokyo from the outside world.

13. Hakurei Shrne

A Shinto shrine operated by the Hakurei Shrine Maiden, it is located on the Hakurei Border, also known as the Great Border or Gensokyo Border. It is possible to pass through the border here. The shrine is also instrumental in keeping the border intact. The shrine seems to be more popular with youkai than with humans.

14. ?

Some sort of dwelling?

15. Road of Liminality

A road originally traversed by ghosts and spirits, it leads to the Sanzu river. Merchant stands to fund the afterlife have sprung up alongside the road, so it is now visited by the living as well as the dead.

16. Sanzu River

The river which the dead must cross to get to their judgment. Only shinigami can cross, the living are excluded and the dead must pay for passage.

This list is by no means exhaustive. More locations exist already, and more can easily enter Gensokyo. The map, as well, can be fluid; while this is the map of one Gensokyo, your own may have different locations for everything.

Calendar

Gensokyo has a lunisolar calendar which uses the traditional Japanese names for the months. The months are based on the phases of the moon instead on arbitrary numbers. The Gensokyo New Year is on the 1st of the Deutzia Month. AD 1885, the year of the creation of the Great Hakurei Border, corresponds to year 0 in Gensokyo.

Outside	Gensokyo
April	Deutzia Month
May	Planting Month
June	Month of Water
July	Book Month
August	Leaf Month
September	Long-Lasting Month
October	Godless Month
November	Frost Month
December	Priest-Running Month
January	Affection Month
February	More Clothes Month
March	Sprouting Month

Gamemaster's Section

This chapter, as well as the Bosses and Incidents chapters, are for the gamemaster's eyes only. The information contained within relate to the way the world is created and maintained and is not directed at players.

Difficulty

As the players progress through an incident, and across multiple incidents, their ability to defeat enemies will increase and increase. The method MYON uses to balance party strength to enemies and rolls is similar to the difficulty levels in the Touhou Project shooting games, except that the gamemaster, not the players, decides the difficulty.

The difficulty level should be within one dice level of the average of the party's best rolls. For new characters this will almost always be 3, equivalent to Normal difficulty, so the party should be facing Easy to Hard enemies and rolls.

A single character with a roll above the rest should not push a party to the next higher difficulty, but if they are doing well then it can. If the party is well optimized this can push the difficulty up as well.

The difficulty level for rolls is copied below. The difficulty level for enemies are in the FOE section. Midbosses and Bosses are based of difficult level as well, but they have their own chart.

Trivial	Easy	Normal	Hard	Lunatic	Extra	Phantasm
1	5	10	15	20	25	30

A roll does not have to be in line with the party's difficulty level if you do not wish for it to be so. Obviously difficult or easy tasks could be more or less difficult than called for normally, and modifiers can push the difficulty around as well. This is left to your discretion.

Even in MYON, FOE!

F.O.E. (Field-On Enemy)

Sometimes also known as a Fairy Squad, F.O.E. represents the nameless small fry when you typically have to burn through to reach the various bosses.

They can be fairies, they can be kedama, and sometimes they are ice or rocks. No matter what they are, they are a threat but can be neutralized quickly.

The number and type of enemies in a FOE is purely fluff; a FOE could be a swarm of thirty fairies or a single large fairy. Multiple FOE can be on the field at one time, though be careful with this, as the added record keeping could slow the game down.

FOE come in six difficulty levels. The difficulty level of a FOE determines what it rolls to attack and dodge, as well as the number of lives of the FOE. FOE do not have spellcards or cherry dice, and only at the gamemaster's discretion do they have talents.

A FOE's dodge roll is the same as their attack roll as given in the chart. Any non-combat talents they have are 1k1 lower than the attack roll. They may have a number of non-combat talents equal to their lives. A FOE can deflect only at the gamemaster's discretion.

Level	Roll	Lives
Easy	2k1	3
Normal	3k2	4
Hard	4k3	4
Lunatic	5k4	5
Extra	6k5	5
Phantasm	7k6	6

When a FOE fails their dodge roll, they lose a life, then they lose an additional life for every 10 they failed the roll by. Unlike characters, when a FOE loses a life they do not disappear for a round, and a FOE can lose lives from multiple enemies in one round. FOE leave combat after five rounds.

Most often a single "life" in a FOE corresponds to several fairies. Do not feel bad about having your players defeat large amounts of FOE. Most enemies which qualify as FOE can respawn relatively quickly or are non-sentient to begin with.

FOE attack indiscriminately, just like bosses. See their section on page 59 for more details.

Awards

At the end of the session, it is time to reward the players. Other than in-game prestige, you can also reward them with cherry points.

It is recommended that you award 1 to 3 cherry points a session. If it is a short session, then 1 is probably fine. If it was a long, exciting session, then 3. If someone did something terribly exciting in the game or roleplayed very well, award them with an extra point. If a player barely played and was a detriment to the group, then penalize them a point!

Remember that it only takes 2 points to increase a talent by a level, so do not be too generous with the cherry points. Do not just hand out 1 every session either, use cherry points to encourage the players to do risky and exciting actions.

Gamemaster Cherry Dice

The players all have access to cherry dice, and so do you. However, the manner in which you gain cherry dice is different, and you can not use them for trivial rolls. Only bosses or major plot related rolls should be viable targets for cherry dice usage.

You start with a number of cherry dice equal to the highest among your players. Instead of replenishing them in the normal manner, you regain all of your cherry dice at the beginning of each session. As well, when a boss comes into play, if you have less cherry dice than the boss's rating then you replenish up to the number of the boss's cherry dice.

You can also regain cherry dice as punishment for the players. If they start to lose focus on the game and distract each other, then bring them back by letting them know that you are gaining a cherry die. This cherry die is usable in any situation.

You can use a cherry die in any manner in which a character can, as well in several gamemaster-only ways. If you are rolling in secret, then you can use a cherry die to fudge the roll, adding or subtracting the die's result to/from the roll. You can also use it to reroll a roll entirely.

As well, if you feel that a boss encounter is too easy for the player characters, you can spend a cherry die to have the boss retreat and recover a life. You can also spend a cherry die to upgrade the difficulty level of a FOE, even during the battle with the FOE.

You can also use your cherry dice to throw power-ups at the characters, spending one cherry die to restore a cherry die, a life, and a bomb to the party.

Characters with the were-beast or fluffy were-beast dis/advantages may have it activated by you whenever you wish to spend a cherry die.

You could do all of these things anyways without spending your cherry dice. But this way there is a structure to handing out random boons.

Canon Characters

The canon characters are a big part of Gensokyo. However, dealing with them in MYON may be difficult. Why are the player characters resolving the incident while Reimu drinks sake at the shrine? If the final boss has kidnapped Reimu, then how are the player characters strong enough to defeat them?

This can be a delicate subject for some groups, but for others, they may not care. As such, all we can do is recommend that you do not de-power the canon characters, but you should not emphasize them either. The focus should be on the player characters.

A good way to have the player characters be the ones resolving the incident is to have it start as something personal to them before having it affect all of Gensokyo. If you do this, by the time Reimu becomes involved, she may recognize that the party is well on their way to fixing things.

Or maybe the party could beat up Reimu as well. It happened in Imperishable Night. The power of numbers may allow four weaker youkai to beat up the Shrine Maiden.

By all means, let the player characters peaceably interact with the canon characters. They could visit Akyuu for information, get assistance out of the the Bamboo Thicket by Mokou, or any other number of encounters.

Your players may even want to play as canon characters. **IF** you allow this, then it is recommended that all players play as an established character. They should play as characters who would be working together and of the same strength. Just remember, fun takes precedence over the rules.

Crossovers

Crossing the Touhou Project with other universes is rarely a good idea. It is not recommended. It may result in hurt feelings as the fans of one franchise may battle with and put down the fans of the other franchise. It may also encourage more immature play, such as including fetishes or Mary-Sueism.

If you do include a crossover, then remember that we warned you.

Bosses

Not all enemies the players will come into contact with will be of their power level. In fact, because they will always be outnumbered, their major opponents should most often be stronger than an individual player. These opponents are known as bosses. Opponents equal to the players are midbosses.

Typically the players should fight one boss or midboss at a time. Multiple midbosses may show up at once though, and when doing so may take up the position of a normal boss. As well, bosses may be defended by a midboss mid-battle; if so, then defeat of the midboss should not be necessary to defeat the boss. When the boss is defeated, the midboss should give up as well.

Bosses should be "placed" at strategic points in the campaign, often but not always at the end of the session. Their defeat should do something for the players. They could give directions, necessary knowledge, or a needed item upon their defeat.

Midbosses should be less plot specific, but should give the players the clue that they are on the right track and that they are nearing a boss.

Final bosses should be encountered at or very near the end of the incident and will probably take the majority of a session to fight. In the shooting games they are the focus of their stage, let them be that here as well.

Boss Creation

Bosses follow the difficulty level for their creation, not cherry points. It is possible to make a boss character using cherry points, but they may be harder to balance to the party.

	Easy	Normal	Hard	Lunatic	Extra	Phantasm
Rating	2	3	4	5	6	7

The difficulty's rating determines many of a boss character's statistics. All bosses, in addition to the number of talents given by the difficulty rating, have the dodge and deflect talents.

The following statistics are equal to the difficulty rating: Number of non-combat talents, talent averages, aspect averages, cherry points available for advantages, cherry points available for magic, cherry dice, and number of lives/spellcards. Their Hat or Danmaku aspects do not determine lives or spellcards.

The following statistics are equal to the difficulty rating plus one: Aspect limit, talent limit, and number of combat talents.

When creating the boss you can subtract and add levels to aspects or talents at a one to one ratio, adding one level only after removing a level elsewhere. It is fine to remove more levels than you add, though vice versa may make the boss too challenging. It is best not to exceed the limit given by the difficulty rating.

These difficulty rating determinations are guidelines. If you wish, you can throw these out of the window and make the boss however you wish.

Bosses should be the difficulty level equal to the party. Midbosses should be one level below, and final bosses should be one level above.

Boss Advantages

Bosses may have multiple special abilities which player characters do not have access to. These are advantages which are available to bosses but not to player characters.

Backup, 2 – Bosses do not have to fight alone. If the boss has the Servant advantage, then they can summon the servants for the duration of one of their lives.

When the boss loses their life, their servants disappear. If the servants are defeated before the boss is defeated, then they do not automatically respawn.

Summoning servants in this manner costs an attack, and may be one of the attacks in a spellcard.

Multiple Danmaku, 3 – Powerful enemies are not limited to only one attack. If they want, they can attack twice in one round, and this can combine with Indiscriminate Attack. Truly fiendish bosses can attack and use a spellcard in the same round!

Survival Card, 2 – A boss can use a survival card, an attack which lasts for up to three rounds during when they are immune to all attacks. At the end of the survival card, however, they lose a life as if they had been hit.

Boss Attributes

Unlike boss advantages, boss attributes are mandatory. All bosses have these in common, midbosses included.

Focused Fire – Instead of using an Indiscriminate Attack against every opposing character, a boss may choose to attack only one enemy. In this case, they attack that character twice, with two types of danmaku.

Free Spellcard Usage – Bosses do not have to use a Cherry Die in order to use a spellcard. In fact, the method they use to activate a spellcard is different, as explained in the Life Bar section.

The immunity given for using a cherry die to be immune during a spellcard lasts for only one round even if the spellcard lasts longer, unless it is a survival card.

Indiscriminate Attack – The normal attack of a boss strikes at all of its enemies, not just one. Roll once, this is to be defended by every opponent.

Instant Recovery – A boss recovers in the same round it takes a Hit, meaning that it does not have to wait a round to re-enter the battlefield. This is to bypass the normal rule about winning a

battle regardless of lives when all foes have been hit in one round.

Life Bar – The number of lives remaining for the boss is open knowledge. As well, the boss's number of lives and spellcards is determined by their difficulty.

The method of losing a life is different for a boss. Most typically, up to your discretion, instead of losing a life when hit they instead use their spellcard for the next three rounds. When they are hit while using a spellcard, or three rounds pass, then they lose their life.

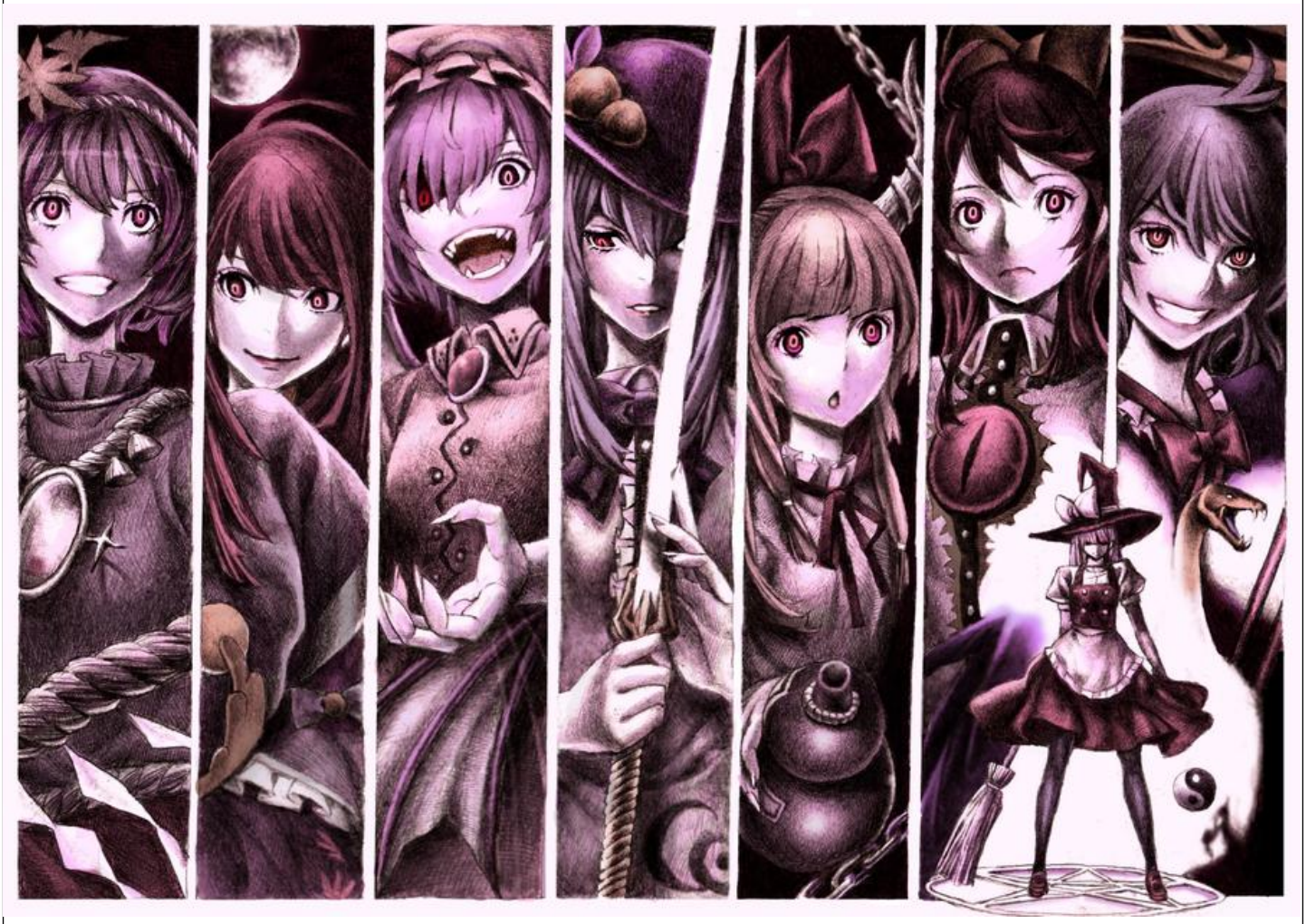
Unlike player characters who continue on when at zero lives remaining, bosses are defeated when they reach zero lives remaining.

Life Giving – Some bosses, especially the later ones, can drop power-ups as they lose lives. After half of the boss's lives are lost, they can recover a life, a spellcard, and a cherry die to all player characters.

They may also drop any of those items during the fight, always after losing a life, if you so choose. Use your discretion about how difficult you want the fight to be.

Retreat – A boss can, immediately after losing a life, end the battle without being either victorious or defeated. They retain all of the lives they would have left, and should reappear after a while.

Wriggle Kick – Named after Wriggle Nightbug from Imperishable Night, infamous for arriving at the right time to kill players above the Point of Collection line with a body check, the Wriggle Kick allows the boss to use physical attacks from Far range. When a boss and a player character's hitboxes collide, the player character is the one to take a Hit.



Alternate Bosses

Not every boss has to be a battle. Bosses exist to be roadblocks to the party, a challenge to be overcome, but this does not mean that the players should come to blows with every interesting character they come across. Fighting boss after boss can become monotonous, and throwing in alternate bosses is a good way to mix things up.

Alternate bosses are bosses overcome in ways other than combat. They may demand that a task be performed or them, or perhaps the the players have to force some information out of a stubborn youkai. There are many different ways in which a boss can provide a challenge to the players.

Of course, you can mix the "categories" of boss in one. Do not be constrained by requiring a boss to be defeated by combat OR overcome by non-combat means. Some bosses could require a half-fight and something else. Others may seem like a full fight but could be more easily defeated by trickery. Have fun with it.

Do not be misguided by the terminology. Any NPC who is important to the plot and who provides resistance towards the character's efforts is a boss. Combat is not required.

Puzzle Bosses

Some bosses have to be defeated, but not through your normal beat-down. The formulaic structure of the Touhou Project video games does not allow for such bosses, but you are tied down by no such formula. It is merely a guideline. Have your players occasionally face a boss they are unable to overcome by danmaku alone.

There are almost as many ideas for Puzzle Bosses as for Alternate Bosses. A good standby is a boss who can only be defeated by the environment. Or the boss can be used to destroy the environment to allow the players to proceed, such as guiding a physically powerful boss to charge through the door the players need to enter.

Often Puzzle Bosses will be more powerful when it comes to combat than would be expected, as straight up combat with them should be frantic and unwinnable. Such bosses can be difficult to gamemaster, as most players will, when in combat, default to a mode where they think they need to beat the enemy in combat, even if they feel horribly outclassed.

There are subtle hints you can drop to let your players know that they are facing a puzzle boss. Not mentioning any lives is a good one, especially while paying extra attention to describing the environment or whatever is used to defeat the boss. Having every attack by the boss be a Time Out attack is less subtle, and if the players still don't realize what's going on, you can always tell them that it's a Puzzle Boss.

Incidents

For a game to have any sort of structure, it must have a plot, a reason for the characters to be together and to do things together. Plots do not have to be complicated things. Often the simpler plots are better received. In the land of Gensokyo, there are two main types of campaigns, Slice of Life and Incidents. The two differ in length and motivation. They are not exclusive; one session could be the resolution of an incident, and the next session could be a Slice of Life episode.

Slice of Life

The shorter of the two types of campaigns shares a focus with the style of manga known as Slice of Life. In this type of campaign, the motivation is the characters themselves. Their own hopes, goals, and issues are the impetus for going out and doing something. Losing your home and having to shack up with the shrine maiden, going on a trip to the beach, or kicking down a dungeon door to find something cool inside are all small plots which would be Slice of Life.

Generally these plots will last for a small number of sessions, even one, and can be suggested by the players themselves. These often will run sillier than a full blown incident.

Reading lots of fan made manga will surely give many ideas on short plots to lead your characters down. Another good way to dig up Slice of Life ideas is to run an Incident campaign. When the players show interest in something or leave some business unfinished, note it down. These can be revisited later, and such Slice of Life sessions are a good way to tie Gensokyo together and give it a sense of continuity.

Incidents

The longer of the two types of campaigns is very similar to the Touhou games themselves. Incidents. Something big is going down, potentially with the ability to affect the entirety of Gensokyo, and for some reason it is up to the player characters to resolve it--or maybe they just got in the way.

The motivation for the player characters is the event going on, not so much their personal goals. Unwilling heroes, in the hands of good players, provide excellent roleplaying fodder. Their goals could intertwine with the event a well.

These campaigns will often last for a fair number of sessions, as the players should have to explore quite a few areas, question a number of residents (often by force), and silence the troublemakers and any innocents who get in the way.

Look at the Touhou games for ideas on how to run Incident level games. There should be a number of locations for the players to explore. Seven is a good number, as with the extra stage most Touhou games have seven stages.

There should also be a good number of characters to interact with, both helpful and hostile. Fourteen may be a good number here, seven midbosses and seven bosses, though note that encounters in MYON do not have to be exclusively combat based. Mix it up a bit between combat, social interaction, and puzzle solving. Mix canon characters with new characters as wanted.

Involve the Players

Remember, roleplaying is more like interactive storytelling than other game forms. Involve the players in the campaign creation process. What are the goals of the characters? What kind of encounters would the players like to see? What did they like about that last session, and what did they dislike? Communication is key, so do not be afraid to ask them for their preferences, or help if you're having trouble coming up with something. You may be surprised at what they come up with.

As a final note, have fun! That is the entire point of Touhou Magnificent Youkai of Neofantasia, to provide entertainment as only Gensokyo can. If you are having fun while ignoring everything else in this rulebook, then you are playing correctly.

Credits and Acknowledgments

This roleplaying game was designed by Andrew Jackson aka CrazyPenguin as a tribute to the doujin game series Touhou Project by Team Shanghai Alice, and to compete with (and hopefully surpass) existing fan-made Touhou roleplaying games.

Touhou Project is copyright Team Shanghai Alice. All art is the property of the creators and is used without permission unless stated otherwise and is used with no declaration of ownership.

The author possesses limited skill in both writing and formatting, and he hopes that you will forgive him any deficiencies you may discover in the rulebook.

Relevant Links

Here are some links to further your enjoyment of the Touhou Project or to come up with ideas for situations and characters.

http://en.wikipedia.org/wiki/Touhou_Project
The wikipedia Touhou Project page.

http://en.touhouwiki.net/wiki/Touhou_Wiki
A wiki dedicated to the Touhou Project.

http://obake.wikispaces.com/
A wiki collection of Japanese folklore monsters.

http://www.obakemono.com/
Another wiki collection of Japanese folklore monsters.

http://www.katavila.com/hanako/youkai-glossary.html
A non-wiki collection of Japanese folklore monsters

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Combination Touhou, by Shiren
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Suika and Yuugi drinking, by Tenjiku Nezumi
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Satori, by Dabadhi
Komachi, by Suisen
Momiji running, by Kikurina
Medicine being melancholic, by Shikai
Remilia, by Tomago Gohan
Stylized Shikieiki, by Kodatino
Yukari above gap, by Aka Ringo
Alikick, by Unknown
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Impressive Utsuho, by Ahou Miya
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Traditional Map of Gensokyo, by Captain Onimaru, with permission
FOE!, by Sekaiju no Meikyuu
Yakumo family, extended, by frmn
Team Rocketumo, by Unknown
Boss Spread, by Nobita

Developer's Notes

Current version: 0.9.5.4
Magic – 0.0.0.6
Gensokyo History – 0.0.0.4
Gamemaster – 0.0.1.0
Testing/Balancing – 0.0.1.7
Formatting – 0.0.0.9

Change Log – From 0.9.4.5

- Fixed miscellaneous typos
- Added Determination advantage
- Page numbers added to character creation chart
- Slice of Life slightly expanded
- Non-combat and puzzle bosses added
- Slightly buffed FOE
- Clarified wording in several spots
- Added mini creation charts, as a test, which are not complete

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Note to self: Whenever the page count changes, the Gensokyo Map and the Boss Spread images need to be moved, in that order.

Character Creation Steps
1. Concept
2. Origin, page 10
3. Ability, page 34
4. Aspects, page 3
5. Talents, page 21
6. Dis/advantages, page 26
7. Magic, page 44
8. Derived Statistics, page 4
9. Spellcards, page 33
10. Description
11. Name
12. Overview